

GAMEFAN

TEXT GENERATION VIDEO GAME MAGAZINE

TIME 3 • ISSUE 3

MORTAL KOMBAT II

32X

GA'S NEW
PERSTAR
BUCKLES
ES TO THE 32X IN:
AOTIX

IDE THIS ISSUE:

C:
WPO
TAL HEAD
GA SATURN:
TORY GOAL
NY PLAYSTATION:
TOR TOON GP
EAK THE BLOOD

SPECIAL FEATURES:
REET FIGHTER II
ANIMATED MOVIE
\$ '95
ST REVIEW:
C'S PC-FX

ARA'S INCREDIBLE
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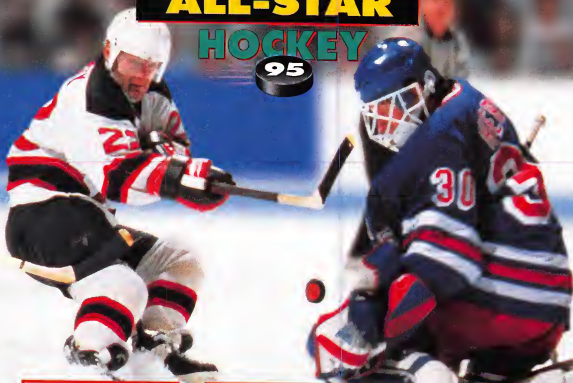
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Crushing check! Over 1,000 animated frames including slap shots, wrist shots and 14 different goalie animations!



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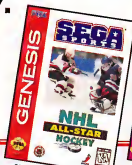
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Wow, it's been non-stop mayhem since we returned from the Winter CES. We had only 13 days to put this issue together, so there wasn't much sleeping at GameFan this month. On top of that, product is slow in coming as many companies make ready their plans for the upcoming 64-bit system roll-outs. While making the rounds at the CES, I was quite surprised by the amount of developers who have already taken the 64-bit plunge. After talking with many a frustrated developer, I can understand why. One of the main attractions to the Playstation and Saturn is the CD format itself. Being able to go from development system to finished product in just two weeks, rather than the 90+ days required for cart, really helps the publisher place an accurate order. If you've got orders for 50,000 pieces, you can press exactly that amount, thus avoiding costly inventory. Since re-orders are swift in coming, it a game sells through, the publisher can act quickly and get more on the shelves before the game dies. I.E. they can run lean and mean.

This explains why so many predominantly console oriented companies have PC CD Rom titles in development. Why start now on a 16-bit product that wouldn't make it out until early '96 and land in a potentially depreciated 16-bit market, when you can develop a PC product, with little to no risk, and then, when the new systems hit, simply port it quickly to either the Saturn or Playstation. Although these PC ports won't tax the new platforms at all, at least there will be some games to play early on.

As soon as the Saturn and Playstation hit, developers will begin to develop true next generation games. Games that only the next generation consoles can handle, like *Toh Shin den* and *Clockwork Knight*. You will never see games like these on PC, and they are first generation. Which leads me to my next point. Many people have asked me why GameFan has never covered PG games, here's why:

I think that Tom Kalinske summed it up nicely during a recent press conference when he stated that PCs are still too complex for the enthusiast gamer. Until it's as simple as "plug n' play," the PC game market will remain rather small in the scope of things. Tom also stated that Sega's top engineers can still not get *Sonic 1* to run on a Pentium... *Sonic 11*, look at *Clockwork Knight*, or *Shinobi* on the Saturn,

blissful platformers such as these will never see the light of day on PC. And *Daytona*, or *Ridge Racer*, forget it.

Also, in order to play the very best games out there, you're looking at a sizable investment (\$3000+). Why would anyone, who wants to play video games, spend six times as much money for a heavy, non-portable, and interior machine? If you happen to have a beated up PC in the house, or you purchase one for business reasons, I can see playing games during down time, but the true video game player who demands the best that gaming has to offer, will find his home on one of the big three' new platforms. That is why I have chosen not to cover this genre. Also, if you are going to cover a genre, I believe you have to cover the whole spectrum, and when it comes to PC that means "interactive multimedia", "edutainment" and other hyper boring types of software... nuff said.

And finally, I would like to address some mail that I have received recently regarding Viewpoint. Many of you are wondering how our system works since the overall scores do not match the cumulative numbers. We use the breakdowns; graphics, control, play mechanics, originality, and sound, so that you can see where a game's strengths and weaknesses lie. The overall score, however, reflects how the reviewer felt personally about the game. For instance, the numbers could add up to 50, but the overall score could be lower. If a game is outstanding in every category, but the reviewer simply did not like the overall feel or character in it, for example, that is reflected in his overall score. That way it's kind of like two reviews in one. Simply adding up the numbers takes the personality out of the review. Since everyone is different, being able to go by either the breakdown or the personal opinion allows you a broader outlook. Also, within the issue you'll find an in depth review, not the back of the box, on every game in Viewpoint. That review is written by someone who likes that category. We take our editorial very seriously here at GF, and as you know, we listen when our readers talk.

And finally, I would like to send my condolences to all of those affected by the recent tragedy in Kobe. I was there a year ago, and I know how shocking a jolt that size can be. I wish you the best of luck in your recovery.



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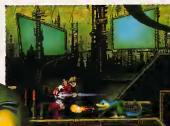


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Not exactly the colonel's snack'n pak, but lip-smackin' good, just the same. Without these skanky nuggets o'bug **guts** to munch for power, you're roadkill, baby. Oh, you'll bust a few of Miss Manners' rules in

this 32-bit battle. But hey, only **wussies** worry about good taste, right?



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Each world inspired by either Kung Foo, Shrunken Rogers, that Indiana dude, Boris Carloff, and Rojer Rabbit. (Legal weeds require we be vague.)



Call 1-900-737-4767 85¢/min. 18 or older; touch-tone phone only to hear Dana Gould's hilarious GEX routines. Yeah, it'll cost you a little, but you'll cough up a lung as he sends you reeling with side-splitting laughter like only a guy who OD'd on 70's TV can.

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DIEHARD

GAME FAN

March 1995

NEXT GENERATION VIDEO GAME MAGAZINE



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**All Art By:
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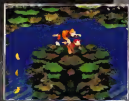


**TOP
TEN**

**MOST
WANTED**

TOP TEN

1. Donkey Kong Country (SNES)
2. Final Fantasy III (SNES)
3. Mortal Kombat II (SNES)
4. Doom (Jaguar)
5. Earthworm Jim (Genesis)
6. Super SF 2 Turbo (3DO)
7. Sonic & Knuckles (Genesis)
8. Super SF 2 (SNES)
9. Super Metroid (SNES)
10. Road Rash (3DO)



MOST WANTED

1. Mega Man X² (SNES)
2. Killer Instinct (Ultra 64)
3. Virtua Fighter (Saturn)
4. Phantasy Star IV (Genesis)
5. Ultra Vortex (Jaguar)
6. Rayman (Jaguar)
7. Primal Rage (Jaguar)
8. Starfox 2 (SNES)
9. Iron Soldier (Jaguar)
10. Samurai Shodown II (NEO-GEO)

First Prize: Your choice of a core SNES, GENESIS, or GAME GEAR.
Second Prize: Your choice of one of the Picks of the Month in Viewpoint.
Third Prize: A **FREE** year of Game Fan!

Congratulations to the following winners of last month's contest:

First Prize: Wes Keaton of Evanston, IL
Second Prize: Jeff Jensen of Hawarden, IA
Third Prize: Jay Turner of Philadelphia, PA

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to:

GAME FAN TOP TEN 6137 Clareton Dr., Suite 210 Agoura Hills, CA 91301

Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.

Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.

Nothing's worse than a mean dose of vertigo —except maybe a crushed kidney. 'Cause in Off-world Interceptor™, Crystal Dynamic's™ vicious 4x4 off-road kill-fest, grabbing air is just another perk. (Check out the extreme, 32-bit texture mapped, butt-bone smashing terrain!) As a bounty hunter, your job's to scrape up the scabs that society's picked off and flicked your way. Crush'em beneath ten tons of screaming steel, cremate'em with blazing napalm cannons. Whatever it takes—cause given half a chance, they'll be thrilled to deep-fry your customized Monster Stomper into a crispy mess you wouldn't serve in Hell's Kitchen. One last thing—buckle up. Because coming down's a bitch.



On the way up, you gotta whip a couple'a tough mo'os. This game's no exception. They're called bosses. But don't bother ass-kicking 'cause you'll lose more than your face.



Ditch the KC lights, cause this ain't no sausage-on-a-stick stadium show. Beef up your 4x4 with trick engines, air grabbing jump jets and carcass-carving pulse lasers.



Exercise all that repressed juvenile behavior with our head-to-head, "waste-yer-buddy" 2 player mode. Freud'd be embarrassed. But Genghis Khan would totally approve.

"Any closer Dog Breath, and I can braid those nostril hairs. Get this man some clippers and a mint."



Sick of pointless full-motion video? Well, bite us, we're daint' it anyway. We've dropped in some smart-assed punks shitt' up front talking smack.




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MILD LANGUAGE
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For information on this product's rating, please call 1-800-771-3772



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inner ear
out your
nose?

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Rip into the *real* arcade action that 32 megs of high-speed, 32 bit processing can deliver! Trade-up to faster game play, realistic character animation, state-of-the-art graphics and the bone-crunching music and sound f/x of the arcade smash—from "Finish Him" to "Flawless Victory." You might have played it before but... Nothing, NOTHING can prepare you for MKII on 32X!



MIDWAY

NOW ON
GENESIS
32X

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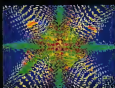


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CD's chosen automatic display limited with programming, but it's Jaguar.

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DO+THE
MATH

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HOCUS POCUS

Travel With Thy Controller In Hand To A Land Where Cheaters Prosper.



KILLER INSTINCT - ARCADE SPEED-UP CODE!

Begin a 2-player game, during the FMV intro before the match, have both players press Right and all Punch buttons. Prepare for some TRUE hyper fighting! Dan Granett, *Shin New Ground*.



PLAY AS EYEDOL!

Begin a 1-player game as Spinal, and be sure to have two credits in the machine. Get to Eyedol and absorb four of his special moves. Now perform Spinal's Morph move while doing a combo on the computer Eyedol. Spinal will morph into Eyedol for a split second. While Spinal is morphed into Eyedol, press the 2P Start button. (You have to be very fast!) Now you can use Eyedol! Erik Bianchi, *Los Angeles, CA*.



DEMON'S CREST - SNES ULTIMATE GARGOYLE - PASSWORD!

This password allows you to transform into the Ultimate Gargoyle, who has the strengths of all the other gargoyles.

OFF KNR
DDL XGTQ

J. Bart, *Tucson, AZ*, Jason Kopp, *Troy, MD* & Willie Malibiran, *San*

UNIRACERS - SNES

ANTI-SEGA PROPAGANDA

Enter your name as "SEGA" or "SONIC" and you'll get to read some anti-Sega propaganda. Nate Sestrich, *Johnstown, PA*.



IRON SOLDIER - JAGUAR ULTRA-CHEAT CODE!

At the Option Screen, enter 37668242 on the keypad. The screen will flash if the code was entered correctly. Now you can select your stage and get all the weapons! James Wright, *Memphis, TN*.

INSANE MODE!

At the Option Screen, enter 6824 on the keypad. The screen will flash if the code was entered correctly. You'll now take much more damage than usual.

Jon Lenaway, *New Baltimore, MI*.



JOHN MADDEN NFL FOOTBALL '95 - GENESIS PLAY AS THE NORTH CAROLINA PANTHERS AND JACK- SONVILLE JAGUARS!

At the Setup Screen, press "B, A, C, A, C." You'll hear Madden yell "POW!" The two new teams will appear after the All-Madden Team in Team Select.

James R. Geiger, *Shellsburg, IA* & Adam Spero, *So. Euclid, OH*.



WAY OF THE WARRIOR - 3DO MORE SECRET STAGES!

Enter the following codes in the Name Entry screen:

A new way to fight - TUGAWAR, APRIL 16, 1964
WOTW Turbo - SPEED, AUGUST 8 1980

Gulab Jamun's BG - TAJ MAHAL, JANUARY 1, 1901
Mike Brennan, *Wilkes-Barre, PA*.

The Super Hocus Pocus Giveaway

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Third Prize!

Third prize will win a GameFan T Shirt, and a one year subscription to GameFan.

First Prize!
The winner will receive a free game console of his or her choice. That's ANY game console, 3DO, Jaguar, Sega CD, Genesis, CDX, SNES, or Neo Geo.

You want a bigger Hocus Pocus? We want a bigger Hocus Pocus. Announcing the biggest Tricks & Tips contest ever: **The Super Hocus Pocus Giveaway**. Send in your codes, good bad or ugly. We will choose one grand prize winner each month. (Current subscribers will receive a one year extension.) Codes cannot come from a previously published US magazine. Winners will be drawn each month and displayed here in Hocus Pocus, a place where cheaters can prosper now like never before.

First Prize: James R. Geiger, *Shellsburg, IA*

Second Prize: Nate Sestrich, *Johnstown, PA*

Third Prize: James Wright, *Memphis, TN*.

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VIEWPOINT



Skid Nick Rox Takahara

IN CASE YOU ARE NEW TO THE PAGES OF GAMEFAN, YOU SHOULD KNOW THAT WE REVIEW GAMES IN COMPARISON TO OTHER GAMES ON THEIR RESPECTIVE PLATFORMS. ALSO, EACH GAME SHOWN IS REVIEWED IN DEPTH WITHIN THE ISSUE. SO YOU GET FOUR POINTS OF VIEW.

SKID

Nick Rox

TAKAHARA

SKELTON KREW • GENESIS • CORE DESIGN • ISMGE • ISOMETRIC ACTION • 1-2 PLAYER • AVAILABLE NOW



Finally, an isometric action game that I can sink my teeth into. Core's Skelton Krew is obviously the result of many months of intense programming. The art is amazing with hyper detailed characters (and the coolest) and backgrounds, perfect control, and an excellent surreal soundtrack. The music in this game is much better than Doom (a game with similar overtones on the 32X) All I can do now is hope for a sequel. Core does it again!

GRAPHICS 9
MUSIC 9
CONTROL 10
PLAYBACK 9
ORIGINALITY 10
97

Now here's an un-explored genre! Core comes through big time with a unique isometric gaming experience. Although I'm not a big fan of the European stuff, I have to make an exception when it comes to Core's Skelton Krew. This isn't James Bond! (Mega damn). Interesting characters and a very good soundtrack add joy to this adventure through the realm of the un-dead.

GRAPHICS 9
MUSIC 8
CONTROL 9
PLAYBACK 9
ORIGINALITY 9
95

What can I say? Skelton Krew is indeed impressive! The music fits the dark theme perfectly, the graphics and characters are totally original, and best of all it's 3/4 view. Games like this when done correctly, are among the most fun to play of any genre. In two player mode with tons of sprites on screen... no flicker! With games like this the Genesis will never die!

GRAPHICS 8
MUSIC 8
CONTROL 8
PLAYBACK 8
ORIGINALITY 9
94

BEYOND OASIS • GENESIS • SEGA • 24MEG • ACTION/RPG • 1 PLAYER • AVAILABLE NOW



Beyond Oasis is long overdue on the Genesis. Action and Role Playing fans alike will love this game. It has fully animated, huge characters, a user friendly interface, great control, and music by Yuzo Koshiro. Yuzo actually designed Oasis, and I must say, for the first time out, he has done an amazing job!

GRAPHICS 9
MUSIC 8
CONTROL 8
PLAYBACK 9
ORIGINALITY 9
92

A true adventure game masterpiece in the same vein as Zelda and Landstalker. Everything... well, nearly everything (the music was actually just good... Yuzo must be going deaf) was handled perfectly, from the intricate puzzles to the fantastic artwork and special effects. An absolute must-buy for any RPG or adventure game fan.

GRAPHICS 9
MUSIC 8
CONTROL 10
PLAYBACK 9
ORIGINALITY 10
95

Ancient has gone above and beyond in the Action/RPG category! Beyond Oasis is by far, the most intense Action/RPG that I've ever played! The game excels in almost every category. The music gets a tad repetitious, but it's high quality, as Yuzo reveals himself for Streets 3. Overall, Beyond Oasis is a must-have for starving RPG and action fans alike.

GRAPHICS 9
MUSIC 7
CONTROL 9
PLAYBACK 10
ORIGINALITY 9
97

B.C. RACERS • SEGA CD • CORE DESIGN • CD-ROM • COMBAT/RACING • 1-2 PLAYER • AVAILABLE NOW



Sega CD owners get yet another great Core game. B.C. Racers' main attraction is its great scaling, but that is not where the fun stops. BC has a great cast of characters (including some prehistoric beauties), cool bonus music, and it's just plain fun to play. Hook up a second pad, and one guy can drive while the other does the mashin'. And, three viewpoints are available on the fly! It's VR Chwst!

GRAPHICS 9
MUSIC 8
CONTROL 9
PLAYBACK 8
ORIGINALITY 9
90

My Sega CD has been a lonely little box lately. I guess that's because I only play it when Core stuff comes out! BC was worth the wait. Just like I thought it would BC scales as well as the Sega CD possibly can. On top of that it's just a fun game. Bonus time, when you beat BC, no cheap, cheap, the tracks change with the difficulty levels. You have CD, you buy game, ugs, buga.

GRAPHICS 9
MUSIC 7
CONTROL 9
PLAYBACK 8
ORIGINALITY 9
90

At first I thought, Caveman racing! But BC Racers isn't your typical racing game. How about some incredibly smooth scaling, jammin' bump cars, and stellar Play characters? BC Racers has all of this and more... it's like Virtua racing in the dino age. You can practically go anywhere on the track, and, if you so desire, mow down some spectators. Now, bring me the 32X version.

GRAPHICS 8
MUSIC 8
CONTROL 8
PLAYBACK 8
ORIGINALITY 8
87

X-MEN 2 THE CLONE WARS • GENESIS • SEGA • 16MEG • ACTION PLATFORM • 1-2 PLAYER • AVAILABLE NOW



Take X-Men 1, intensify it by about 5 times, and you've got sequel power: X-Men-2. The Clone Wars. The game still doesn't have the greatest animation or music (although it is much improved), but it does have more special effects, great artwork, huge levels, and some truly fierce bosses. If you liked the first one, you should be more than happy with this next generation sequel.

GRAPHICS 8
MUSIC 7
CONTROL 9
PLAYBACK 9
ORIGINALITY 8
88

X-Men 2 features some eye-popping special effects, big characters, and huge bosses. X-Men fans will jump for joy over this one, but not being a big X-Men fan I can't get that excited. I must admit however that this is an impressively designed and executed game. If you liked the first one, this is your game.

GRAPHICS 8
MUSIC 6
CONTROL 9
PLAYBACK 8
ORIGINALITY 8
85

Of all the X-Men games out there, this is the one! The game features comic book quality art, long challenging levels, and allows you to choose from six of the X-Men finest. The music and animation could have been better, but hey, for 16-bit, this is an impressive game, especially when you take in to account how long it is, and how many huge bosses there are towards the end of the game. A very worthy sequel.

GRAPHICS 9
MUSIC 7
CONTROL 9
PLAYBACK 9
ORIGINALITY 9
90

DESERT DEMOLITION • GENESIS • SEGA • 16MEG • CARTOON ACTION • 1 PLAYER • AVAILABLE NOW



Wow, this is 8-megs? These guys know how to program. Easily the best Warner Bros. cartoon game to date, this game reflects the cartoon perfectly, from the animation, to the sound, to most importantly, the sight! It's an Acme las! as Willie E. Coyote, and a cat & mouse caper as the Roadrunner. Two games in one. 8-megs, lots of fun. It's also very re-playable.

GRAPHICS 9
MUSIC 8
CONTROL 8
PLAYBACK 8
ORIGINALITY 9
89

I don't shop at the Warner Bros. store and I don't play Warner Bros. games... but I played this one and hey!, it's alright! I guess it was just a matter of time before some competent programmers got a hold of this mega license. Now you can wake up on Saturday mornings and play it!

GRAPHICS 8
MUSIC 8
CONTROL 8
PLAYBACK 8
ORIGINALITY 9
85

Willie E. Coyote and the Road Runner are at it again! Except this time, you can be either one! Chase, or be chased, to cartoon quality graphics, sound, and... humor. Even though I finished the game rather quickly, I found that playing again, after memorizing some of the terrain, was even more fun the first time around. Blue Sky has done wonders with 8-megs. Finally, a Warner Bros. game worth owning.

GRAPHICS 8
MUSIC 7
CONTROL 8
PLAYBACK 8
ORIGINALITY 9
82

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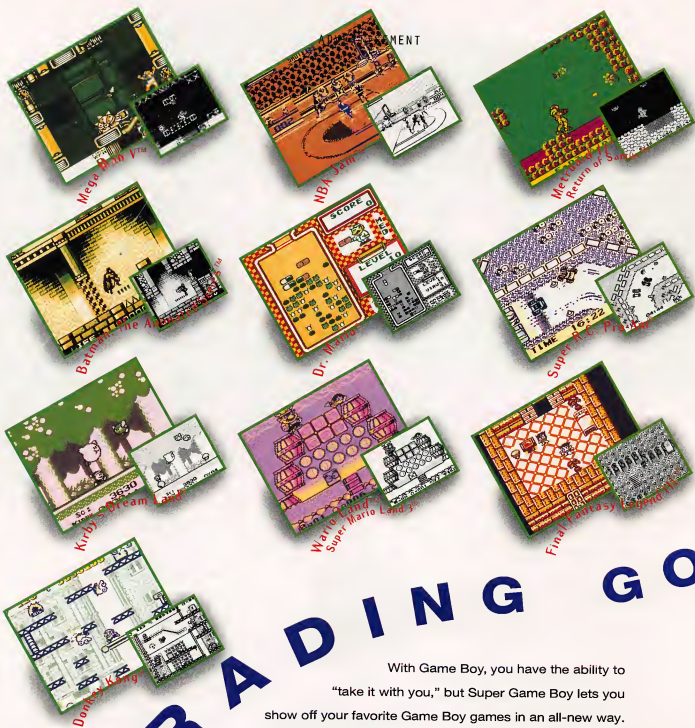
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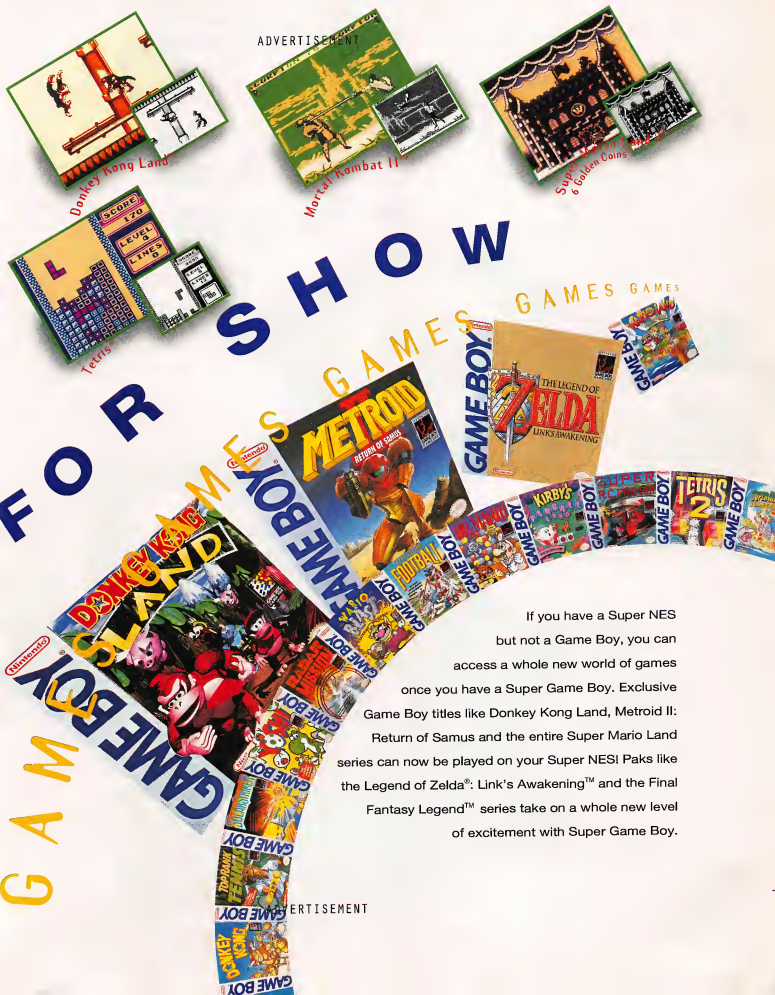


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With Game Boy, you have the ability to "take it with you," but Super Game Boy lets you show off your favorite Game Boy games in an all-new way. Your Game Boy games will look better, play easier and take on a whole new level of graphic detail. In this case, bigger is definitely better. Instantly mutate Metroids to 10 times their original size! If a picture is worth a thousand words, the "before and after" shots here are saying a lot of good things about Super Game Boy!

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RETURN OF SAMUS

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LINK'S AWAKENING

GAME BOY
DONKEY KONG LAND

GAME BOY
KIRBY'S DREAM LAND

GAME BOY
SUPER MARIO LAND

GAME BOY
TETRIS 2

GAME BOY
DONKEY KONG

If you have a Super NES but not a Game Boy, you can access a whole new world of games once you have a Super Game Boy. Exclusive Game Boy titles like Donkey Kong Land, Metroid II: Return of Samus and the entire Super Mario Land series can now be played on your Super NES! Paks like the Legend of Zelda®. Link's Awakening™ and the Final Fantasy Legend™ series take on a whole new level of excitement with Super Game Boy.

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When you plug a game into Super Game Boy—POW—instant color. Some color combinations look better than others, and some might be fitting for one game but not another. It all depends on what looks good to you. If the default color palette isn't to your liking, that's not a problem. Super Game Boy has lots of palettes to choose from, 32, to be exact.

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Choice

As you can see, games like Link's Awakening look great in almost any color palette. When customizing the game you're playing, you'll find that contrasting colors often work best.

BORDER OPTIONS

There is a secret about the border. If you pause your game and let it set long enough, the border image changes and/or sets itself in motion. It's like a Super NES screen saver. Try it!

BORDER OPTIONS

BORDER OPTIONS

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SUPER TURRICAN 2 • SNES • OCEAN • 16MEG • ACTION PLATFORM • 1 PLAYER • AVAILABLE NOW

Super Turrican 2 reminds me of the Super Famicom games of old. The SNES hardware is brought to its knees in this one, with special effects around every corner. The adventure is loaded with great play mechanics, flawless control, and incredible music. First Mega Turrican, and now this! I'm really starting to like this guy!

GRAPHICS 9
MUSIC 9
CONTROL 9
PLAYMEN 10
ORIGINALITY 9

92

Euro madness is invading my SNES... and I like it! This sequel to the sleeper hit Super Turrican packs about as much in to 16-megs as humanly possible. These guys must have really studied the SNES handbook. Great tunes and mucho mode-7, along with some very solid platforming action (complete with the ever popular grappling arm) make this one SNES game you need!

GRAPHICS 9
MUSIC 9
CONTROL 8
PLAYMEN 10
ORIGINALITY 9

90

ST2 is an explosive cart that shows the SNES's true colors. If you know what I mean. From start to finish this is non-stop blistering action with special effects that truly impress. A vast amount of Mode-7 is used throughout, the music is the best I've heard in a SNES action game in some time, and the control is right there. If you're starving for a quality action game on the SNES like I was, ST should kill you.

GRAPHICS 9
MUSIC 9
CONTROL 8
PLAYMEN 8
ORIGINALITY 8

90



MR. TUFF • SNES • OCEAN • 16MEG • ACTION PLATFORM • 1 PLAYER • AVAILABLE NOW

Little Mr. Tuff is a pretty cool new character, but besides the ingenious weapons he uses and the scenic use of vehicles, this is a very basic platformer. The levels are many, but they are short, and towards the end, the difficulty is 7?set on, yeh... right. It's good that the game is programmed very well, but it screams Euro. I have mixed feelings on this one. It is

GRAPHICS 8
MUSIC 6
CONTROL 7
PLAYMEN 8
ORIGINALITY 8

79

Hyper cute, James Pondish robot-platforming can be yours! Mr. Tuff (or Oceans answer to Megaman) is headed your way. This is a pretty quality little platformer. It didn't knock my socks off but I found it very playable. It's better than most but with the happy, happy soundtrack I don't know if it's for me.

GRAPHICS 8
MUSIC 6
CONTROL 7
PLAYMEN 8
ORIGINALITY 8

79

Ocean should have brought out this cart a long time ago! Much like Mega Man, Mr. Tuff uses a vast array of power-ups and hops around in a predominantly robotic world. Actually, this game is much longer, and much harder than MM was. I'm not saying it's a better game, although it is close, but if you like MM this is the next best thing. Detailed graphics and awesome gameplay make this a "fair" game to beat in the SNES platform arena.

GRAPHICS 8
MUSIC 7
CONTROL 8
PLAYMEN 9
ORIGINALITY 9

87



MOTOCROSS CHAMPIONSHIP • 32X • SEGA • 16MEG • RACING • 2 PLAYER • AVAILABLE NOW

Super Motocross, OK here every day. I raced Motocross for seven years, and I ride a Ninja to go for goes. I'm taking two spots. Here's the prob's. You soar off the double jumps... no body English! Pitch that but boy, c'mon! Also, you hit people? NO! That ain't right. And what is with the piles of oil in the middle of the turns (which have no herna)... on a hot day they groom MX tracks. Also, what is with the massive collisions at the start? This NEVER happens. OK, now the good stuff. This is an excellent two player game. It has impressive texture mapping, and it controls extremely well. Even with all the inaccuracies, it's still really fun to play. So turn off the music, grab a friend, and you will have fun. But Stadium Cross (where is it?) It ain't.

GRAPHICS 8
MUSIC 4
CONTROL 10
PLAYMEN 6
ORIGINALITY 8

79

Remember how exciting Excitebike was? Well the 32X is here and now you can do it all over again, except with hyper speed, monster airts and great texture mapping! The control is very smooth, and the game is very addictive, especially in two player mode. I know SHD is hyper anal about this one, but I love it. I just wanna haul ass!

GRAPHICS 8
MUSIC 7
CONTROL 9
PLAYMEN 8
ORIGINALITY 8

88



MORTAL KOMBAT II • 32X • ACCLAIM • 32MEG • FIGHTING • 2 PLAYER • AVAILABLE NOW

Finally, a worthy version of MKII that can hold its own vs. the coin-op. Many thousands of anxious MK fans will no doubt revel in this near perfect port which contains never before seen static screens, and all the gushing you've come to know and like. You'll also be glad to know that it SOUNDS as good as it looks!

GRAPHICS 9
MUSIC 9
CONTROL 8
PLAYMEN 9
ORIGINALITY 9

90

Unlike the whole of America, I am not an MK fan. I will however admit that this is as close to the coin-op as you can get at this time. I'm sure that all of you MK fans (who probably think I'm just a swell guy) will jump for joy when you see this version. Maybe MKII will be my game.

GRAPHICS 8
MUSIC 8
CONTROL 9
PLAYMEN 8
ORIGINALITY 8

89

It's HARD TO BELIEVE THAT THIS VERSION OF MKII IS COMING OUT OF YOUR GENESIS (HELL, SORT OF). THE DEEP FORDGROING VOICE AND SPINNING GOD, THAT I HAVE COME TO KNOW AND LOVE IS NOW IN THOUSANDS OF COLORS ON MY TV! FOR LIKE SIXTY DUCKS! COIN-OP CONTROL, AWESOME SOUND, AND KRIANA IN HIGH RES! WHO COULD ASK FOR ANYTHING MORE?

GRAPHICS 9
MUSIC 9
CONTROL 9
PLAYMEN 8
ORIGINALITY 8

95



METAL HEAD • 32X • SEGA • 24MEG • ACTION ADVENTURE • 1 PLAYER • AVAILABLE NOW

Metal Head is an excellent first generation 32x game. It has multiple viewpoints, texture mapping, good music, and extremely addicting gameplay. The frame rate is surprisingly fast, and your enemies get right in your face with minimal pixelization. The missions never get boring, and the game is long and challenging enough for the seasoned pro. Nice!

GRAPHICS 9
MUSIC 8
CONTROL 10
PLAYMEN 9
ORIGINALITY 9

90

Wow, the 32X can do some nifty 3D! Like the Genesis, I think that as time goes on this little system that can be so intensively sound. MH is twice as good as anything I've played so far. I still crave that CD quality sound but never the less this is an adventure well worth taking. Easily the best game of its kind!

GRAPHICS 8
MUSIC 8
CONTROL 9
PLAYMEN 9
ORIGINALITY 9

89

If you're a fan of "BattleTech" type simulation games, MH is the game for you. The missions are diverse and never boring, and you can "beat-up" your mechs with powerful weapons for speedy demolition. It's a good old and some dough cash. There are a ton of voice samples that take you in to every battle, along with some pretty OK music. Oh, did I mention that everything is texture mapped, very smooth and you have four viewpoints right at your finger tips? Oh yes, it's in there.

GRAPHICS 8
MUSIC 6
CONTROL 8
PLAYMEN 8
ORIGINALITY 8

94



RETURN FIRE • 3DO • SILENT SOFTWARE • ACTION/STRATEGY • 2 PLAYER • AVAILABLE NOW

At first I found Return Fire extremely fun as I zipped around blowing up everything in sight to perfectly matched classical tunes. However, after doing this for an extended amount of time, against the same background, I became weary and wanted more! Thankfully, the 2-player game is funner than that hot place. After annihilating Kid Fand, I found RF a worthy investment.

GRAPHICS 9
MUSIC/FX 9
CONTROL 8
PLAYMEN 7
ORIGINALITY 9

85

Drive (or fly) around and blast the crud out of anything that moves, while blaring classical music whales in the background. What a great release Return Fire is. Strategy... minimal, carnage... abundant, and against a friend it's the Street Fighter 2 of war games! Pretty damn cool

GRAPHICS 9
MUSIC/FX 8
CONTROL 8
PLAYMEN 8
ORIGINALITY 8

82

RF is a very original concept in the wake of an over strategized genre. Sometimes, you've got to blow the crud out of everything in sight? RF is detailed, right down to the smallest piece of shrapnel and the arsenal at your disposal is enough to obliterate an entire city, in the air or on the ground! I just love the smelt of my 3DO in the manual Two player mode. Forget it, I always win... any takers?

GRAPHICS 9
MUSIC/FX 9
CONTROL 8
PLAYMEN 8
ORIGINALITY 10

92





STREET FIGHTER II

Street Fighter II... a modern legend. With billions of dollars in profit and thousands of teenage fans, it was only a matter of time before Hollywood stepped in and destroyed it for us. Have you seen the Van Damme flick-o'-pain? Don't. For any Street Fighter fan, it's pure torture... Dhalsim's a scientist with hair, Chun-Li's a reporter, Cammy is hyper-thighs Locomotion chick and Blanka is a 12-year-old boy.

The film you see here, Street Fighter II: The Animated Movie, however, is every SFII fan's dream: True Japanese hyperkinetic action scenes, characters that actually look like their game counterparts, 30-frame-per-second animation and even a Chun-Li shower scene! The only problem: It's available exclusively in





Japan. Luckily, you can easily buy an imported laserdisc or video version, but the video is 16,000 Yen (\$160) and the LD is 7800 Yen (\$80.) The video is double the price of the disc because it's priced for rental, so unless you have an LD player you may be out of luck! Even if you wind up paying \$160 for it it'll be worth every cent: Nothing beats watching your favorite world warriors pounding each other in beautiful Japanese animation bliss.

The story's relatively simple: Vega (M.Bison in the US) is a big bad guy and Chun-Li, Guile, Ken and Ryu must stop him. There are various plot-twists along the way, but for the most part it's all action.

Unfortunately, most characters screen-time was cut extremely short: T.Hawk, Zangief, Blanka, Cammy, Dee Jay, M.Bison, (Balrog in the US) Dhalsim, and E.Honda's screen time were around five minutes each! My only other complaint is the fact that none of the actual game's music was used in the film.

If you can find this amazing movie, by all means buy it. If you're a Street Fighter fan, it's worth whatever price you pay for it. Sadly, no US release is planned, although I have heard that an American film and TV company has bought its rights... - Nick Rox



THE ADVENTURES OF MONITAU

AS YOU KNOW,
LAST EPISODE HAS
LED MONITAU,
POSTMEISTER, AND
KID FANTASTIC
UNDERGROUND TO
AN ENDLESS MAZE
OF CAVERNOUS
CHAMBERS. THEIR
QUEST FOR AN
EXIT MOMENTARILY
DELAYED...



SPLUT
SPLUT
SPLUT
SPLUT



GOOD THING
I FOUND THIS
GUN.

THING
PACKS A
WALLOP!

CMON
WE'D BETTER
KEEP MOVING

I MEAN I GOT
WET HAIR, IT'S
ALL BREEZY
DOWN HERE,
AND I DON'T
WANT TO GET
A CHILL!

A BREEZE! THAT'S
GREAT! THAT MEANS
THERE'S A WAY OUT.
LET'S FIND OUT
WHERE IT'S COMING
FROM.

SO THEY FOLLOW
KID FAN'S LEAD
UNTIL...

WHO!
CHECK OUT
THE RIG!

O.K. THINK
WE SHOULD
GO THIS WAY
AND WHAT THE...

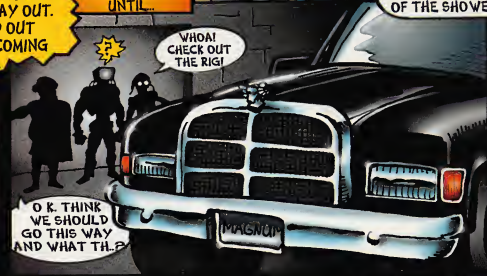
AND SO THE TRIO MARCHES ON...

HEY,
WHAT DID
YOU FIND?

I DON'T KNOW.
SOME KINDA
WEIRD ICON.

HM..P LOOKS
LIKE A HUBCAP
OFF A LEXUS.

THAT'S
REALLY
TERRIFIC,
BUT CAN WE
JUST GET
OUT OF HERE!
I DIDN'T GET
TO DRY MY HAIR
AFTER YOU GUYS
PULLED ME OUT
OF THE SHOWER.



FIRST
LET'S FIND
A WAY
OUT OF
HERE

NOW HOW
DID THAT
TRUCK GET
INTO THE
SUB-LEVEL?

THE THREE CONTINUE ONWARD, BUT ONLY
GROW MORE CONFUSED AS THEY DO...



HUH. ANOTHER
ONE SOMEONE'S
GOT TASTE.

WHAT'S WITH ALL
THESE CARS ALL OF
A SUDDEN?

LET'S WORRY ABOUT
THAT LATER AND JUST
KEEP FOLLOWING
THIS "BREEZE".



LOOK! THERE'S AN OPENING!

THINGS SEEMED GREAT WHEN SUDDENLY...

ROARRRRRR

HOLEE! WHAT IS THAT?!

CAN'T SEE! IT'S TOO BRIGHT!

AW JEEZ! WHAT NOW?!

SKID?!

HEY GUYS, WHAT'S UP?

SKREEEEEE

MAN, WE'VE BEEN WANDERING AROUND THIS CATACOMB FOR HOURS! HOW'D YOU GET HERE?!

CATACOMB? THIS IS THE PARKING GARAGE

PARKING GARAGE? WHEN DID WE GET THAT PUT IN?

WE'VE ALWAYS HAD IT. IT'S WHERE ALL US MAGAZINE PEOPLE PARK.

C'MON, I'LL SHOW YOU GUYS THE WAY UP.

THANKS SKID.

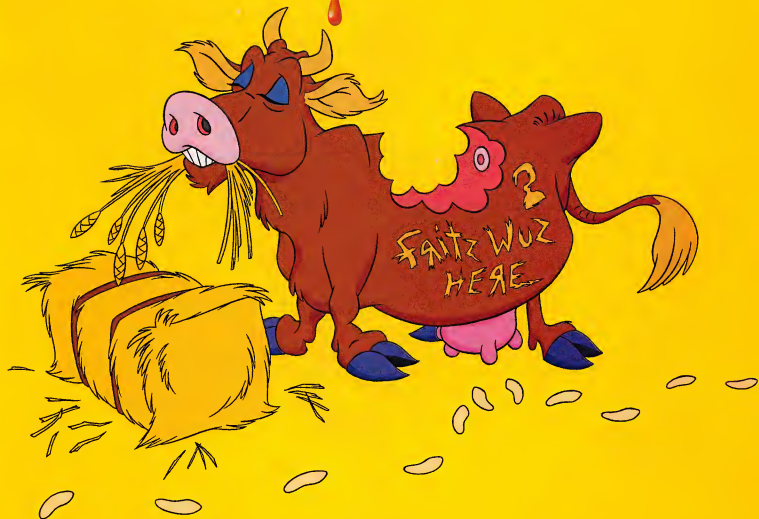
BY THE WAY, DID YOU GUYS MEET BOB, THE PARKING ATTENDANT?

GULP!

UHHH... OOP!

HMM...
Wolfing

BRAIN DEAD 13



BrainDead 13 starring Fritz... a bizarre comedy horror action-adventure
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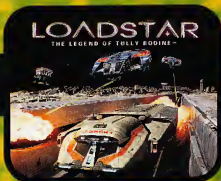
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YOUR AS*SI...)) THIS IZ X. ROCKET.))SCI-ENCE...GAME,1...LOAD-STAR,DO((()U READ,)E.M.I., THIS I() ROCK

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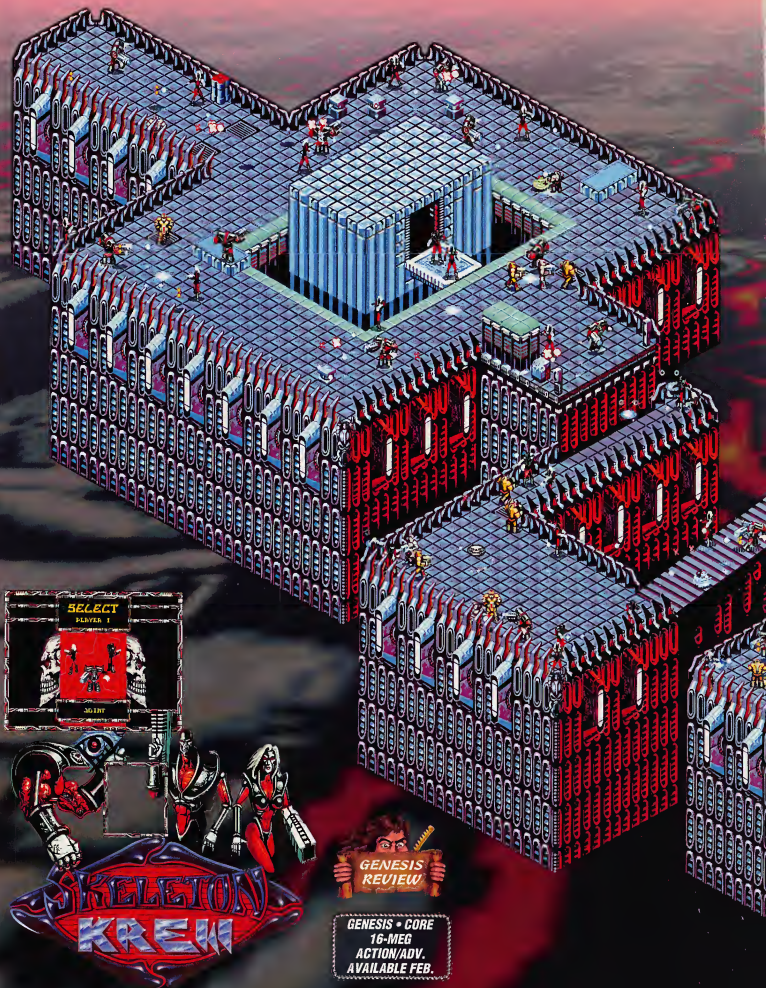
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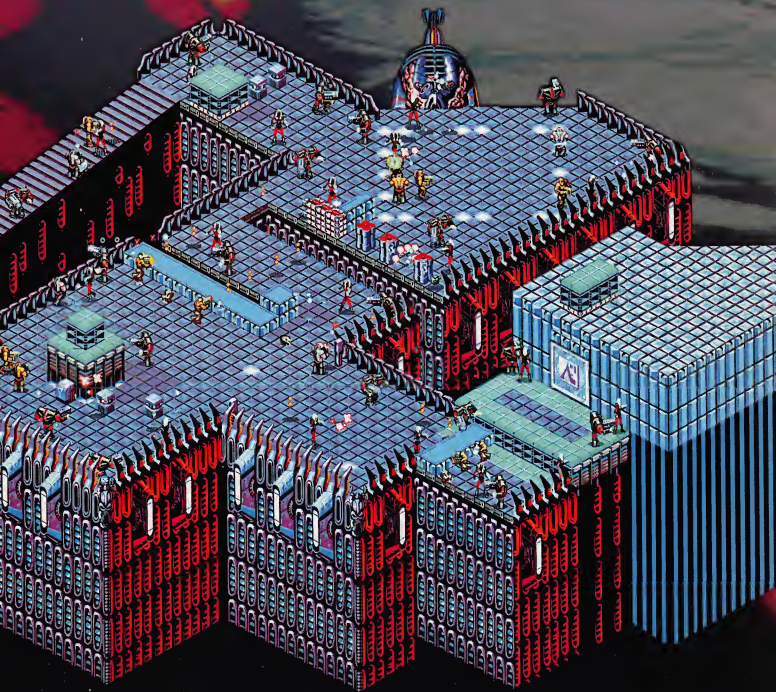
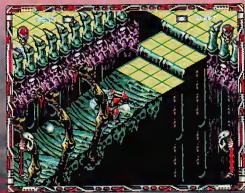
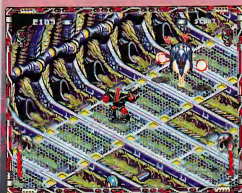
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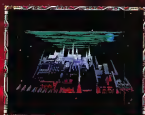
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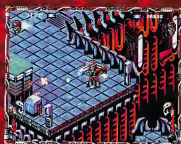






I already know what you're thinking... "this is Core, makers of such happy fun as Chuck Rock and Son of Chuck?" Like any good developer, Core Design is not satisfied standing still. They constantly break new ground in new genres, the best part being that every time they do... we win!

Core's first isometric action game for the Genesis (first ever for period actually) is nothing short of brilliant! The



WELCOME TO THE SHAFT, WHERE FLYING CORPSES TRY TO BLOW OFF YOUR HEAD, WHILE NASTY BEASTS SNAP UNDER THE GOO. HAVE A NICE RIDE... SEE YOU AT THE BOTTOM.

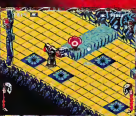
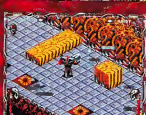
game is programmed and drawn so well that it is hard to describe, and the gameplay is perfect. I've never played an ISO game with such superb collision detection. SK really gives you the feeling that your looking into their world.

Who are 'they' you ask? They are Joint, Rib, and Spine... the Skeleton Krew. Mission; kill Kadaver (a wickedly evil foe) dead, so he don't come back no mo'. Along the bubbling, slime laden way, you'll blow apart countless creatures, take out chunks of the background, battle huge bosses, traverse slime filled elevators, and even get in some jumping. The adventure is totally non-linear and the action never stops! This is the stuff! Play on the more difficult set-



NOTHING LIKE A STROLL THROUGH A SEWER EH? IF THE TERRAIN DOESN'T KILL YOU, YOU MIGHT JUST MAKE IT TO THE PLATFORMS WHERE SLIMY GOONS AWAIT THE VERY SIGHT OF YOUR FLESHLESS HEAD.

tings and witness hordes of enemies on screen with no flick! SK is 16-bit at its very best. The control over the characters is perfect. You can hold and rotate your upper body, lock in place, or just go tree and get in the enemy's face. Each Krew member has a pounding



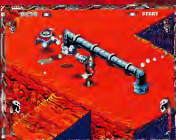
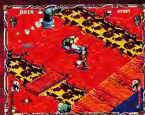
LEVEL 4

MARS

WELCOME TO MARS, A HELLISH PLANET ALIVE WITH BURNING RIVERS AND FIRE SPITTING FROGS. WATCH OUT FOR SCORCHING HOT STEAM, EVEN BONES BURN!

pulse gun and can hurl forth powerful little bombs to take out crustys on the ground. Oh, by the way, the music and sound effects... quality. Eerie, moody tunes set the tone on gruesome.

I'd really like to see these characters catch on and eventually



LEVEL 5

VENUS

CONGRATULATIONS, YOU'VE MADE IT TO VENUS. UNFORTUNATELY, TWICE AS MANY CREATURES WANT YOU TWICE AS DEAD. BLOW UP THE FESTERING POOS AND PRAY FOR THE EXIT.

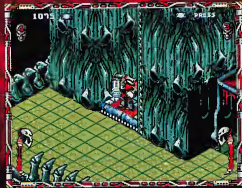
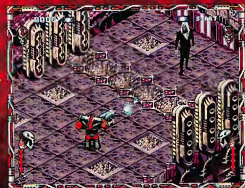
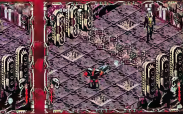
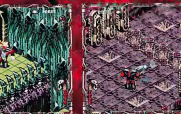
make their way to 32-bit. This will surely be a hit on Genesis. Personally, I've grown quite attached to Joint. He may be an ugly sucker, but he can dish out major carnage and take tons of punishment. I wonder if he even cares? After all, he's already dead. Buy this game. -E. Storm



LEVEL 6

KADAVERS BASE

FINALLY, KADAVERS LAIR. IF YOU CAN GET TO HIM, LET ALONE KILL HIM, THE FUN IS JUST BEGINNING...



BEYOND OASIS

SEGA • 24-MEG
AVAIL. NOW
REVIEW

Can you believe it?! Sega of America is releasing an adventure/RPG! This is a pretty startling decision from a company that had zero RPGs (besides this, of course) in the works or set for release, as witnessed at the recent WCES. And, according to a "friend" at SOA back at the SCES, "It was either Ragnacenty or Story of Thor - we think we're going to go with Thor." Ragnacenty became Crusader of Centy from Atlus, while Story of Thor became this 24-Meg SOA wonder, Beyond Oasis!

And a wise decision it was on Sega's part to release this game instead - while Centy was a rather short, cartoony romp through a less-than-challenging world, Oasis is a true gem!

Since the story was pretty much thoroughly explained in last month's preview, I'll just briefly summarize it: You take the role of Ali, a prince who, one day while searching a cave, stumbles across a chest which contained an artifact that told him the story of the Golden and Silver Armlets. These artifacts possess great power, having belonged, at one time, to two omnipotent magicians. However, the Silver Armlet has recently been unearthed and is being used for wicked purposes by a villain with the monicker of, aptly enough, "Silver Armlet." Obviously, Ali's got to stop Silver Armlet at all costs and, with the power of several magical, elemental helpers that Ali finds throughout his travels in the Kingdom of Oasis, recover the golden armlet's sister artifact!

However, the task of finding this "Silver Armlet" isn't easy. Ali has to travel from one end of the kingdom to



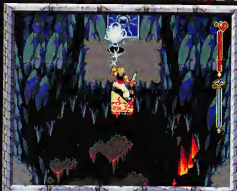
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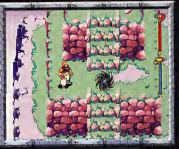
THE SILVER ARMLET?



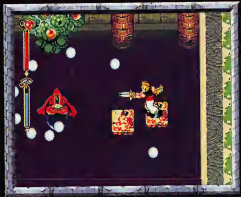
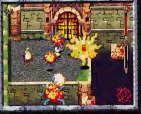
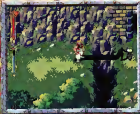
PROCEED NORTHEAST UNTIL YOU REACH THE CAVE ENTRANCE



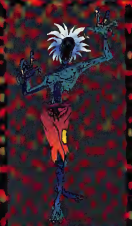
DEFEAT THE FIRE DRAKE AND ACQUIRE SHADE!



USE SHADE'S ABILITY TO ESCAPE AND HEAD WEST UNTIL YOU SEE THE WISE MAN.



IF YOU HAVE AN ATOM BOW, STAND DIRECTLY UNDERNEATH THE MAGE AND SHOOT!



DEFEAT HIM AND ACQUIRE BAU!

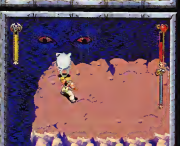
another, visiting dank temples and fighting off hordes of monsters. Along the way, you'll be witness to an incredible countryside where you can walk under bridges to discover hidden secrets, visit a beautiful and ornate castle, and traipse through the windy reaches of a continent high in the clouds. But Ali's wandering needn't be clueless, as with the touch of a button a map of Oasis can be brought up on-screen, displaying a marker on the location that Ali is to go next. The Kingdom can seem quite daunting in its size; however, the bulk of the quest lies not in wandering through towns (There are less towns in the game than there are toes on my left foot: Which is to say, less than six.), but in fighting through the subterranean passageways of temples and the heights of castles.



HEAD BACK TO THE CASTLE, AND GO SOUTH TO THE PIER.



USE THE UNDERGROUND ENTRANCE TO SNEAK INTO THE CASTLE.



And it's in these parts that the game truly shines through: Whereas *Crusader of Centy* contained some puzzles that in fact did stump my dog for a few minutes, *Beyond Oasis* rocks by providing extremely well thought-out dungeon design, an aspect of adventure games that requires a certain finesse that, previously, only *Zelda III* and *LandStalker* have truly possessed. Switches, buttons and locked doors constitute the obstacles you'll encounter in the dungeons, but waterfalls, bottomless pits, giant boulders, jabbing spikes and firetraps are also worked throughout. This may seem like the normal "good" adventure game fare until you see how effectively meshed-in with the dungeons' environments they are.

And of course, there are plenty of monsters to fight. And I don't mean the basic rabid elves or growth-stunted orcs - the enemies in *BO* are truly bad-ass! You'll face menacing, Climax-style armored guards equipped to the teeth with weapons. Zombies whose torsos continue to attack even after they've been cut in half, and ogres that seem to spaz out in a

HEAD EAST FROM THE CASTLE.



IS THIS THE END?!





horrendous 'roid rage; not to mention the bosses - Oh the bosses! What Thrill! (The Fire Drake, one of the early bosses in the game totally outclasses the final dragon in LandStalker!) All of these creatures have been given truly challenging AI; you'll be grabbed, combed, slashed - and if you're not careful, you'll be given a little of the ogre love that no one wants to face! So, in order to prevent this wicked predicament, you'd best make use of the plethora of attack moves that Ali can use! Besides the typical slash, dash, and jump, you've got the ability to do a 360-slash with a twirl of the control pad, a rapid kick by going all-out on the attack button, and a super-cool flip-slash by pressing forward, back, forward, attack, all of which are animated in an incredibly smooth fashion, especially with a 6-button pad. But when super moves just can't finish the job, Ali can use, in place of his standard "ALT KNIFE" one of several fab weapons that can be picked up along the way, like "ATM BOW" and the nasty bomb "HYPER"; the only problem is that each special weapon has a limited number of uses before it's kaput.

But don't think the gameplay technique ends with simply pushing buttons in a cave or kicking around some undead carcasses. Those magical helpers I talked about sure come in handy; alot more than POCHI did, that's for sure! By blasting a specific surface or magical obelisk with power from the Golden Armlet, Ali can summon up one of four spirits that, besides basic attack abilities, have unique powers: Dytto, the water sprite, can extinguish fires; Efreet, the fire djinni, will destroy blocks of ice and light campfires and torches; Shade, the shadow ghost, can reach out and grab items that seemed unobtainable, and let Ali enter transcendental meditation; Bow, (rhymes with 'Wao!') the Audrey II lookalike, can crash through barred doors and burrow under the earth!

Of course, the graphics are outstanding (even though the colors can sometimes be a little washed out), as you can tell from these pictures. And as for the sound, well... 'tis the flaw of this dusky jewel: What I've feared is true - Yuzo Koshiro has attained the rank of "nothing special..." The Revenge of Shinobi and ActRaiser days are but a memory. Although the sound quality is good for the Genesis, the composition is schrecklich; except for one song that's reminiscent of the Taxi Driver theme, it seems like the notes are scattered about at random: No arranged CD soundtrack will help this score.

But, where Mr.Koshiro is beginning to lack in composition, he makes up for tenfold in game design! Yep, game design: This first-time effort at design by Yuzo Is, as this review plainly shows, awesome! Perhaps a new horizon beckons? I hope so - Beyond Oasis is definitely one of the best adventure games ever!

-EvilLights





BC RACERS

SEGA CD
REVIEW
AVAILABLE NOW
1-2 PLAYER

ANOTHER FINE
GAME FROM:

CORE
DESIGN



Can this be? Can we finally go out and purchase this prehistoric game of joy, complete with BC brawlers and hooters a plenty? Why yes, we can. Core's BC Racers is available now, and it's the pinnacle of racing games for the Sega CD. The game starts out with a great Core-toon, as the participants head for the race. From there it's on to the character select screen where you'll rotate the players in search of the perfect racing/brawling team (I found Cliff and Roxy the most balanced).

Now it's time to hit the dirt, and snow, and swamps and so on... BC Racers takes place on six times three (the tracks change as the difficulty level increases) of the coolest tracks this side of Jurassic Park. From start to finish they're loaded with gobs of track side fun, from gas stations and used car dealers, to animated tire pits and raging tornadoes. There's even crowds of scantily clothed cave babes waiting for a glimpse of your shining machine. I know this sounds mean but... hit them at least once! In the midst of all this fun is smooth scaling and ultra fun gameplay. You can even switch views on the fly. Don't fart around too much though... you've got to keep an eye on the competition... if they get near ya', they're almost certainly gonna' crack a knot on yer melon.

In the event that this happens frequently (i.e. you suck) make sure to pass through the giant sized chicken legs located at the left of each starting line. You'll also collect one turbo blast each time you pass here. If you feel the need, you can even play BC Racers with a friend, one drives, and one fights off the competition. I wouldn't know how fun this is because I hogged this game the whole issue.





TRACKSIDE TROUBLE

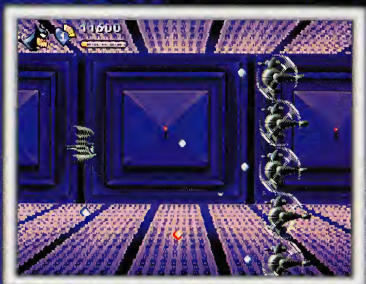
CONGRATULATIONS

In the music dept. BC is heavy on those ooga-booga bongo tunes found in Core's other BC adventures. Needless to say, they fit the game well and may cause those around you to do a little jig. So there you have it. Once again Core has maxed out the Sega CD's potential and come up with a first class game. But if you think this is good stuff, wait until you see the 32X version! It is completely off-the-scales amazing! So we'll have more BC Racers (32X) in the months to come. -E. Storm





Prepare for battle against Gotham City's most ruthless criminals!

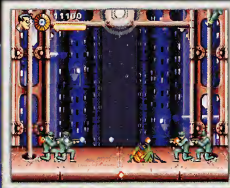


GENESIS • SEGA
16MEG
ACTION/ADV.
AVAILABLE MAY

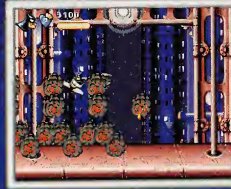
Every so often, a Genesis game pops out that makes us stand back and ask ourselves—Is there an end to what this six year old hardware can do? Batman and Robin is one of those games!

Our latest milestone features the amazing vertical sequence shown here, which includes incredible warping graphics and huge explosions, along with a more completed shooting sequence. The shooting portions of this game are unbelievable with line scrolling buildings all the way to street level, where cars are actually moving! Jet pads have also been added to the shooting sequences. The Mad Hatter stage is





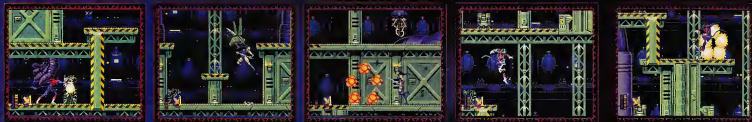
also starting to come together, with rotating tea cups and a mind boggling warping table top. Literally every level of this game has some type of killer effect in it. What's even more amazing is that *Batman and Robin* is a two player simultaneous game! In the one player mode you can play as either Batman or Robin.



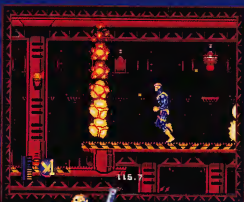
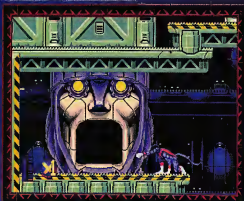
The release date for *Batman and Robin* has been pushed to May (games like this take many painstaking hours to complete), so we thought we'd give you one more look until we review the game. I'll tell you one thing, if you think 16-bit is fading fast... think again! This is just one of many incredible Genesis games slated for '93.

-E. STORM





I really didn't find the first X-Men game that exciting. The detail was there, but the gameplay seemed a tad, well, stiff. Nevertheless, the thing was a blockbuster. Many thousands of people really like the X-Men. I am slowly becoming one of those people. Not only is there a phenomenal new coin-op out there, but now there is a truly 'next generation' Genesis game as well. This sequel goes where a surprising amount of Genesis games have recently visited, a realm where the Genesis hardware is once again taxed with brilliant results. The 68000 has certainly provided many years of joy.



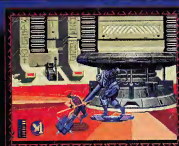
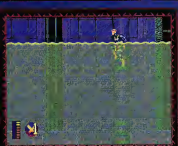
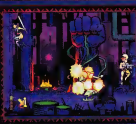
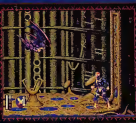
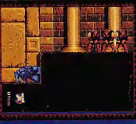
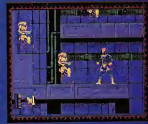
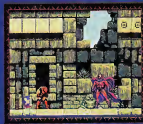
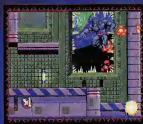
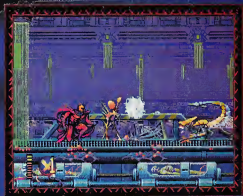
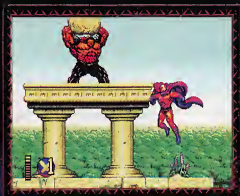
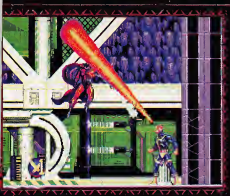
The game starts out movie style, dropping you right in to the action, similar to a Bond film. That's right, no messy title screen to block your joy, not at first.

X-Men 2-The Clone Wars, puts you in control of either The Beast, Psylocke, Cyclops, Wolverine, Night Crawler, or Gambit. Die, and you can retry with any one. Of course, each character has his or her own unique abilities, which you will have to match to the ever changing field of play. That is the essence of the game, finding the character that best suits your style of play, in the level that you are playing. To say the least, the game is overflowing with diversity and play mechanics. Fortunately, it is also loaded with hyper detailed scrolling backgrounds, flawless art, and eye popping effects, guests that didn't show up for the first party. Even after dialing in your cast of mutants, get ready for a monumental challenge. If there is one thing this game is not, it's easy. It's not insanely difficult in execution, it's simply a matter of learning enemies attack patterns and the fastest way to the exit, like any good platformer. The music in

Clone Wars is only average to my ears, having experienced the recent blissfulness of CV Bloodlines and EWW, but those who actually like those Trademark SOA tunes will probably find it really good. This is without a doubt a quality title in every way and further reason to pursue the 16-bit market vigorously in the month's to come. Takahara

X-MEN 2





1 PLAYER PROFILE



PUNISHER

NAME: FRANK CASTLE
Former U.S. Marine
Captain.



2 PLAYER PROFILE

NICK FURY

NAME: NICK FURY
AN AGENT FOR
S.H.I.E.L.D.



One of my favorite arcade action fighting games is coming to the Sega Genesis. It all started with Final Fight. FF was a game that (like Street Fighter II) reinvented its genre. Based on Capcom's (at that time, brand new) CPS I hardware, Final Fight inspired many other side-scrolling action/fighting games, from Sega's exceptional Streets of Rage, to Capcom's own award winning Captain Commando. Flash forward to 1993-Capcom introduces its second generation 16-bit arcade hardware, CPS II. In preparation for its (at that time) upcoming Super Street Fighter II, Capcom introduces 2 new CPS II games: Dynasty wars II in Japan (to be later released as Warriors of Fate in America) and The Punisher here in the U.S. The arcade Punisher proved to be everything I dreamed of in a traditional Final Fight-style game.

Now, it's 1995 and Capcom has translated the game over to the Genesis. This version has almost all the features of its coin-op sibling, two players simultaneously, all the levels of the arcade game, cool bosses, and unusual enemies. Although the Genesis version of Punisher has some of the violence and carnage of the arcade game, there are a few unusual omissions. For one, there is no spurting blood anywhere to be found, and after you defeat the boss in level 1 and question him (at gunpoint) about the whereabouts of the other bad guys, you no longer blow him away. You instead throw him off the screen. After seeing the blood and fatalities in MK and the vomit and electrocutions in Capcom's own SF2 for the Genesis, the clean cut approach to Punisher (Capcom's most violent game) caught me off guard. There is also a noticeable lack of animation, color and detail in this obvious U.S. programmed port of the game. Why Capcom decided to make this one here, I do not know. However, if you are like me, and want to play this game at home, without spending all your arcade tokens, then this is the only game in town.-K.LEE



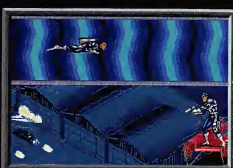
THE PUNISHER

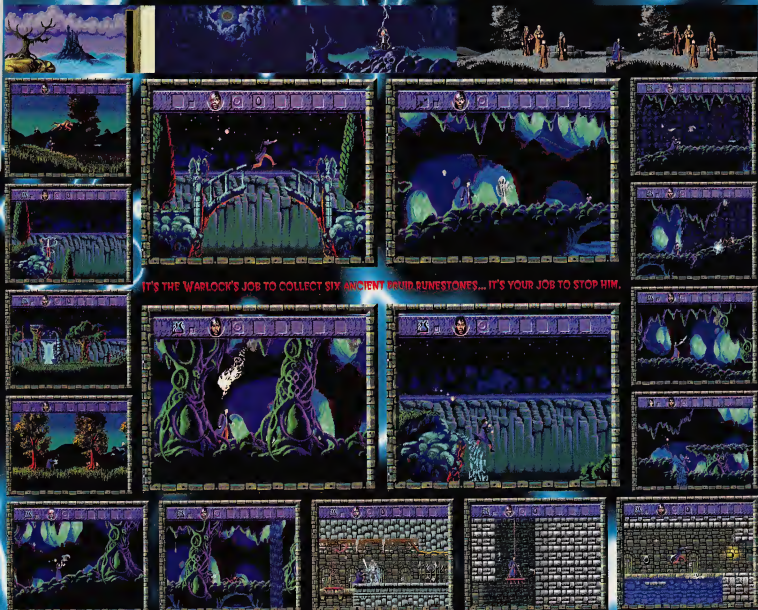
GENESIS-CAPCOM
16MEG
ACTION ARCADE
AVAILABLE MARCH

GENESIS
REVIEW



The Punisher has caused me enough damage!





IT'S THE WARLOCK'S JOB TO COLLECT SIX ANCIENT DRUID RUNESTONES.... IT'S YOUR JOB TO STOP HIM.

WARLOCK

Hey, isn't that the guy who put the girl in the box? That ain't right. One of Acclaim's most recent forays into the cinema genre is Trimark's 'destined for cable' cult thriller, Warlock. It's the Warlock's job to collect six ancient druid runestones scattered throughout time and several continents. If he succeeds, he will have the ultimate power to destroy everything that is. That would suck. It's your job (as the guy with the controller) to stop him.

Honestly, Warlock is quite good, in fact, all of Acclaim's new movie titles really impressed me at the recent Las Vegas CES. Besides having excellent graphics and smooth animation, the game is loaded with strategy. There are switches to throw, puzzles to solve, and a wide variety of nicely animated spells to use. It's quite the non-linear action fest. The soundtrack is also quite good and features very clear sampling. A password feature is also on tap. We'll review Warlock next month along with the Genesis versions of True Lies and Stargate. Acclaim is making the games as good as the movies! -Takahara

GENESIS • ACCLAIM
16-MEG
ACTION/ADV.
AVAILABLE FEB.





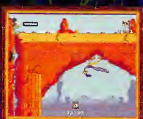
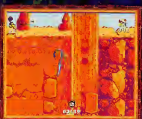
Play as Wile E. and chase down the ultimate snack, the Roadrunner. Use those high quality Acme gadgets, and you just might survive the chase!



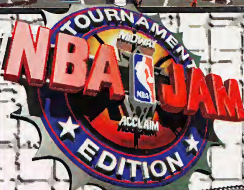
GENESIS • SEGA
8MEG
ACTION/PLATFORM
AVAILABLE NOW

I'm the first one to shudder at the mention of a Warner Bros. game. So many of them have had floaty control and poor gameplay that I have become just a little gun shy. Enter Blue Sky, makers of such bliss as: Ren & Stimpy, Stimpy's Invention, and Ecco the Dolphin. They have managed to create a truly original and authentic reproduction of the greatest chase in the history of cartoons, the Roadrunner vs. Wile E. Coyote. Become the hunted or the hunter and just have a blast. The animation, sound effects, and music fit like year old Nikes and the graphics are drawn to utter perfection. I can't believe what the right developers can do with an 8-meg cart! Don't let this one fly by!

DESERT DEMOLITION



Play as the Roadrunner and laugh your butt off as Wile E. gets worked trying to catch you. He's got Acme stuff....oooh I'm so scared.

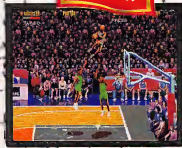


IT'LL NEVER FIT

GENESIS REVIEW

GENESIS • ACCLAIM
24-MEG
ARCADE
AVAIL. FEBRUARY

WHO SAYS WHITE MEN CAN'T JUMP?



NO MONEY NO MONEY NO MONEY!

He's up...he jams it in. One of the most successful arcade games of all time, and one of the fastest-selling home conversions ever, is getting an overhaul. NBA JAM: Tournament Edition set fire to the arcade charts in 1994. Now, the Iguanas at Acclaim are presenting us with a 24-meg half-sequel to the coin-op B-ball game on the Genesis. I consider NBA JAM:TE a 1/2 sequel to NBA JAM the same way I consider Super SF2 a 1/2 sequel to SF2. The game has much more play options and better gameplay, plus it is refined to a tee, but an actual sequel it is not. If the word REHASH comes to mind, fear not! NBA JAM:TE has new slam dunks, new sound samples, new team rosters, a new tournament mode, new power-ups, new improved gameplay, faster play speed, tons of new tricks and codes, and even more new hidden stuff! In fact, if not for the similar graphics, sounds and basic controls, Acclaim would've been forced to label this game: NBA JAM 2. As it stands, even the most skeptical JAM fan wouldn't dare call this game a rehash after he/she sat down and played TE for a few minutes, this is the good stuff, but better! K. LEE



GOHI LOW! OOH! HQTI HOT!

SHE MAKE ME SO HAPPY!

"He used to be
such a good boy."

Kirby's back with
a couple of real
brutes for
Super NES®

Sad. One day
you're cute 'n
cuddly. The next,
you're burying
your opponents and
spitting on your
enemies. Who's to
blame? Bad parent-
ing? One too many
sitcoms? Either
way, the **mutant**
marshmallow is



now on 16-bit in two games. So prepare to
toasted. **Kirby's Avalanche™**: The chain-
reaction puzzle game where saving your skin
means burying your
opponent in boulders.

Then facing some of the nastiest
names in the business—like Waddle Dee and Squishy.

(OK, so "The Mangler" and "Scarface" they ain't.)



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Connect blobs on your side, then watch your bud get b



Kirby's Dream

Course™: Trip to



a whole 'nother dimension. Is it miniature golf? Is it a wacky obstacle course? Yes! Add



Hey Look, 3-D without the stupid glasses.

mayhem and, "Voilà!"

—eight

3-D landscapes with

eight courses each to bop around in. There's even a hidden bonus level (if you're really good).

Yes, **His Flabbiness** is back in two new games for SNES. And this time he's here to separate the men from the cream puffs.

Only For

SUPER NINTENDO
ENTERTAINMENT SYSTEM

PLAY
IT
LOUDSM



SUPER TURRICAN

2

SNES • OCEAN • ACTION
16 MEG • AVAILABLE MARCH



Ocean is set to bring out yet another phenomenal SNES game. The long awaited sequel to Super Turrican, aptly named Super Turrican 2, is finally here, and are you in for a shock! The graphics in ST2 are, quite literally, astonishing. The SNES' scrolling, Mode 7, and music capabilities are fully



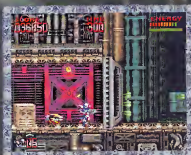
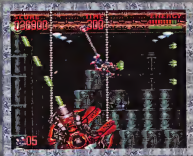
taxed. This is what a true SNES game is supposed to look like!

Several power-ups can be collected and powered up, like the Spread Shot, Laser, Flame Shot, and Rebound. Try not to get stuck with the Flame Shot, it can't be fired rapidly.

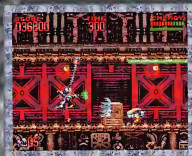


Climbing and swinging from ledges is executed by using the grappling arm. This play mechanic is reminiscent of "Bionic Commando" - but it works even better here, as much of the game relies on proper execution of this play mechanic. Rather than providing Turrican with the standard horizontal shooting, the designers have outfitted him with an ultra cool, rotating



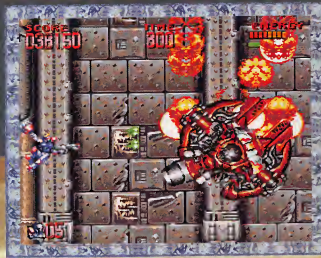
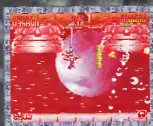


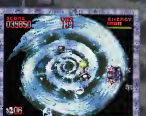
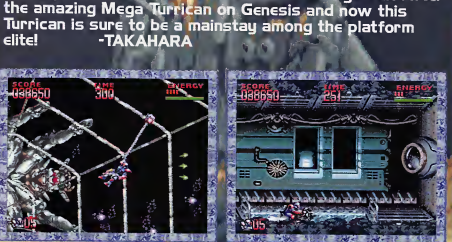
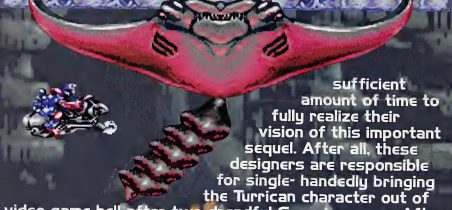
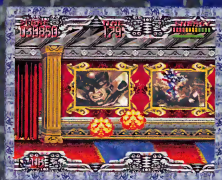
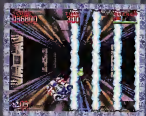
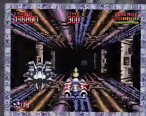
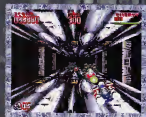
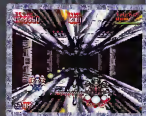
freeze laser. This renders enemies helpless while you position yourself for the kill. Has it been awhile since



you've heard a quality third party SNES soundtrack, reminiscent of those great Supper Famicom games of old? Well, here too, Super Turrican delivers, with a meaty soundtrack that lends itself perfectly to each of Turrican's many areas.

The intermissions in ST are impressive little CG snippets complete with a touch of animation, in fact all of the attract screens are worth waiting for. The creators of ST were obviously granted a





sufficient amount of time to fully realize their vision of this important sequel. After all, these designers are responsible for single-handedly bringing the Turrican character out of video game hell after two dreadful Genesis games. After the amazing Mega Turrican on Genesis and now this Turrican is sure to be a mainstay among the platform elite!

-TAKAHARA

A powerful evil force has awakened, a feeling of impending doom has entered the cold night air. Once every 11,000 years, an ominous being called The Evil One, sends to earth his son (the Warlock) to gather up the six "Druid Runestones" with the sole purpose of using them to call forth the power of evil. It is now up to you, a modern druid warrior, to defeat the Warlock, repo your ancestors' gems and restore peace and tranquillity to all of mankind!.....no worries.....

Welcome to the world of Warlock, E.M. Maelstrom's latest offering. Programmed by Headline Associates, Warlock on the SNES represents your standard action/platform fare. The main character has the ability to cast various magic spells ranging from smart bombs which can destroy everything on screen, to the tremor spell which shakes loose hidden objects and pathuxans. My favorite feature in this game is your orb companion. If there is an enemy you want to hit, or an item you want to collect that is too far above or below you, presto-change, you can let your trusty magic orb do the deed. You also have the ability to throw a projectile horizontally and diagonally. Throughout each of the 7 levels, you will encounter a vast assortment of highly annoying bats, birds, ghosts, gargoyles, hell hounds and zombies placed in your way, to make your quest all the more difficult. Soon, we will delve further into Warlock, until then, here's a few screen shots to tide you over. -ACE



WARLOCK

SNES
PREVIEW

SNES • ACCLAIM
16MEG
ACTION/ADVENTURE
AVAILABLE MARCH

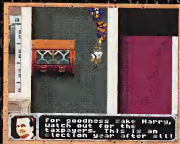


FIND THE SIX LOST DRUID RUNESTONES... OR PERISH!





The game opens just like the movie...



once you're cover is blown, the action starts!



You undoubtedly saw the flick, now it's time to play the game. Yes, the bliss of playing a game as Arnold S., with T. Arnold as your side kick, is now right at your finger tips. One word of warning though, if you don't like the red stuff, you need not apply. Nintendo said "play it loud" and Acclaim said, alrighty then! This game spurts and squirts as enemies buckle and croak at your feet, it's just the coolest.

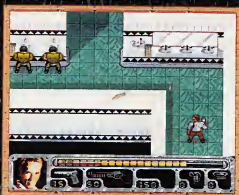
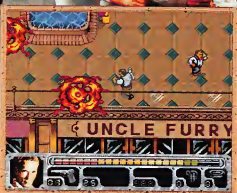


SNES • ACCLAIM
ACTION/ADV. • 16 MEG
AVAILABLE MARCH

Cool layout huh?

I'm telling you

TRUE LIES

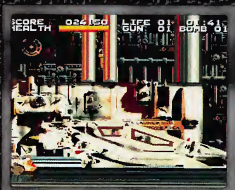
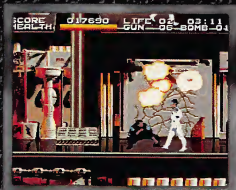


The gameplay is pure, non-overhead mayhem, but it is both non-repetitive and non-linear. You don't just defeat the enemies in each level, you have to find your way out! This is often times extremely difficult, as a varied assortment of enemies, using several different types of weapons, are closing in at all times. You won't rush through this one, angling your shots and maneuvering perfectly are a must for survival. On the bright side, once you roast an enemy, he stays dead! Sprites do not reappear... bravo! The



graphics in TL are extremely detailed, the brawny little Arnold character is drawn and animated very nicely, and Tom is along for the whole ride. In other words, True Lies lives up to its license. We'll have a review (like we just didn't) next month. -Mr. Goo





TIME COP



SNES • JVC
16MEG
ACTION
AVAILABLE MARCH

SNES
PREVIEW



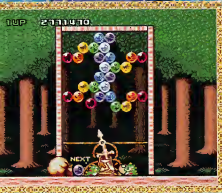
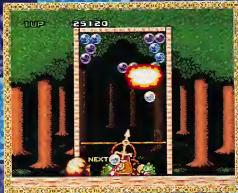
Time Cop, Jean Claude Van-Damme's big budget action thriller, is making it's motion picture to video game transition, courtesy of JVC. The evil Professor Hans Kleindast is again attempting to harness the power of time travel through technology. Naturally, it's up to Max Walker (that's you) to put an end to Kleindast's ambitious plans and make certain the power of time travel will never be misused again. Jean Claude and co. are completely digitized, which adds to the overall realism of the game. Besides this main feature, Time Cop is your basic side-scrolling, kick and punch action game, where you run through each level annihilating everything and everyone standing in your way. The main objective seems to be: kick bad guys, grab all icons, race against the clock and find the exit. The main character also has the ability to shoot his pistol and use his super bomb, which comes in handy anytime the action gets a little too hot and heavy. The music is derived from the movie but has unfortunately been video game-ized, and the results are not all that impressive. Time Cop is an unfinished game as we go to press, so a full blown review will have to wait until next time.

K.LEE



BUST-A-MOVE

SNES • TAITO
PUZZLE • 4-MEG
AVAILABLE NOW



As many of you know, I am not a huge fan of puzzle games. In fact, I think that the only puzzle game I've ever truly enjoyed as much as, say, a good RPG or lighter was *Puyo Puyo*/Mean Bean Machine... until now. The perfect puzzler has finally arrived, one that even non-puzzle freaks like myself can really get into. Why? The game moves at a much faster (even shooting game-ish) pace than regular puzzlers, not in the sense that blocks fall faster or anything, but because of the game's basic concept.

In *Bust-A-Move* (retitled from the Japanese original, *Puzzle Bobble*) you fire multicolored bubbles at bubbles of the same color in the field above you. By matching three or more bubbles, they pop. Of course, the object is to pop all the bubbles, leaving you with a blank field. "OOOH!", you may be thinking, "Too much fun for me!" But wait... there's more! Several power-ups are available, ala *Bubble Bobble*, like lightning bubbles that shoot from right to left, destroying all the bubbles in its path, and water bubbles that react in much the same way but fall from top to bottom. Another major strategic factor in *Bust-A-Move* is the banking of your bubbles off the wall to achieve the perfect angle needed for that multi-bubble-burstin' combo.

If you're a puzzle fan, by all means pick this one up immediately - it's one of the best games the genre's ever had. To use the clichéd puzzle game word "addictive" would be a major understatement. Even if you're not a puzzle fan, you'll probably really enjoy *Bust-A-Move*, especially in the 2P mode... it's like a thinking man's *SFII*. Great job, Taito, except for the name... pain! Now I'm ready for the Neo-Geo version! -Nick Rox





SNES • OCEAN
12MEG
ACTION/PLATFORM
AVAILABLE MARCH



Here he is again, that Super steel, hyper little robo masher, Mr. Tuff. It's far in the future... way far. The Earth gets so polluted and grossed out, the humans leave! It seems they've finally found another planet to pave. Well, to make a short story short, they leave behind all the little house droids to fend for themselves. Not

unlike the human race, it isn't long before a band of bad-ass little military droids decide to take over... Mr. Tuff 'ain't buyin'!

Although Mr. Tuff is an intense little thrasher, the game itself lends itself towards all ages, with its happy music and often times, hyper-cute graphics. On the flip side, Mr. Tuff has plenty of hard core platform elements as well, providing more than enough challenge for even the most demanding gamer.

Mr. Tuff can find all sorts of gizmos to equip his powerful arm, like huge drills,

laser cannons, and saw blades. He'll also drive anything with wheels, cruise the hover board, and slap flaming helmet cannons to his big metal head. So, he 'ain't all that cute! The bosses in Mr. Tuff are a hazardous bunch of droids indeed, and most require major patterns to defeat. The levels in Mr. Tuff vary in size, and are almost always packed with hidden power-ups, med. kits, and one-ups, the only catch is that you 'ain't got all day to find 'em. The levels in Mr. Tuff are timed, that's the only real flaw in the game. Graphically, as you can see, the game is drawn and detailed very well, including the nifty little intro when you fire up Mr. Tuff. There's some qual here, no doubt about it, but it's an acquired taste.

Basically, if you like what you see and lean towards platformers, this cool little game will almost certainly provide you with many hours of hopping, bopping and noggin knockin! -Mr. Goo



Kitty Litter!



WHAT A SHOCK!



SPLIT
PERSONALITY?!!



ONE SHISH KABOB,
COMIN' UP!



IS THIS LOADED?



MATT GRONOWS



They fight, and bite, they fight and bite and fight!
Get ready as Itchy & Scratchy slice, dice, crash and bash their way into your home. This cat's gonna need more than nine lives to survive bazookas, grenades, chain saws and flame throwers.

There's more than one way to skin a cat...

So, are you mouse enough!!!!???



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Acclaim
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pinball

FANTASIES

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GOOD TIME!**



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& challenging
tables!**

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sound
track!**

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table
settings!**

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scores
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**Up to 8
players
can play!**

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will not be
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Are you up to the challenge? Turn your Jaguar into the ultimate amusement arcade with Pinball Fantasies - the greatest pinball simulator ever. Play any of the four mind numbing tables and experience the most realistic ball movement you'll ever see in a video game. If you're looking for instant playability, speed and excitement, Pinball Fantasies is the game for you.

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CENTURY**

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MATH**

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6 4 - B I T
INTERACTIVE MULTIMEDIA SYSTEM

SATURN • 32-X • JAGUAR • 3DO • ULTRA 64 • PS-X • PC-FX • NEO GEO • PLAYSTATION

GAMEFAN 32

PLAYSTATION:

TOM SHIN DEN
MOTOR TOON GP
KYLEEK THE BLOOD
ARC THE LAD

SEGA SATURN:

VICTORY GOAL
VIRTUA RACING
PANTER DRAGON

SEGA 32X:

KNUCKLES CHAOTIX
METAL HEAD
MOTOCROSS CHAMPIONSHIP
TEMPO

3DO:

YU YU HAKUSHO
RETURN FIRE
QUARANTINE

PC-FX:

TEAM INNOCENT
BATTLE HEAT

ATARI JAGUAR:

POWER DRIVE RALLY



EDITORIAL ZONE

In my opinion, specs matter little... remember, my favorite system is the PC-Engine! But, as the specmeister here at GF, it is my duty to inform you of the technical advantages and disadvantages of the next-gen systems that will soon be (or already have been) released. The machines I'll be concentrating on are the Sega Saturn, Sony PlayStation, NEC PC-FX and Nintendo's Ultra-64.

Let's begin with processing speed. If Nintendo's claims hold true, then their Ultra-64 is without a doubt the fastest, clocking in at 100MHz... the speed of a \$2500 Pentium PC. Next up is Sony's PlayStation, with a processing speed of 33.8 MHz, followed by Saturn at 27.5 (Although the system does contain two SH2 RISC CPU's, running separately) and the FX at 21.5 MHz. To contrast, the SNES runs at 3.58 MHz and the Genesis at 7.14.

Now for everyone's favorite spec: polygons. The leader of the pack in this area is the PlayStation, capable of 1.5 million flat-shaded (one color) polygons and 360,000 texture-mapped, light-sourced, Gouraud-shaded, and depth-cueed polygons. Based on preliminary specs, the Ultra-64 is capable of 100,000 texture-mapped polygons, but a number of other techniques are employed to make these appear much smoother, such as ray-tracing, "tri-linear mit-mapped interpolation" and anti-aliasing. Sega is silent on the Saturn's polygon capabilities, but we can hazard an educated guess: It is a fact that Daytona USA on the Saturn displays 2,000 polygons per frame. There are thirty frames per second for this particular game, so the number may be somewhere around 60,000, texture-mapped. The FX has no hardware specifically for the generation of polygons, but NEC has assured us that the FX's software polygon generation techniques are powerful enough to produce impressive 3-D... we shall see.

Now for 2-D capabilities. The Saturn and FX are arguably the leaders in this arena, with the Ultra, of course, far on top. If Nintendo's claims prove true, Saturn's 2-D hardware consists of 5 hardware parallax backgrounds, 4 XY scrolls (diagonal) and 2 "rotary scrolls." The PC-FX has a total of nine parallax scrolls as well as cellophane and priority effects. The PlayStation is the only system hard enough to come right out and say how many sprites it's capable of: 4,000, ranging anywhere from 8x8 to 64x64 dots. A direct quote from Sony Computer Entertainment of Japan, as reported in PlayStation Magazine, is "In a shooting game, we could have 200 to 300 average-sized enemies on-screen with no slowdown or flicker." The amount of parallax scrolls available on the PS, unfortunately, is not known.

Next up are the sound capabilities of each system. The Ultra, once again, reigns supreme in this category if Nintendo's claims are true: 64 sound channels with a sampling rate of 44.1KHz. Personally, I can't imagine this 32-channel DSP synthesizers with the main sound chip of the Saturn, the Yamaha 68EC000, cost hundreds of dollars. The PlayStation has 24 sound channels with a 16-bit DSP and the FX has 2 ADPCM channels with six channels available for playing samples - similar to the SNES' 8-channel sound chip.

Last but not least is each system's amount of RAM and specialized hardware that doesn't seem to fit into any one area. Let's begin with the Saturn. Here we have a total of 36 Megabits of RAM, as well as hardware line and cell-scrolling. The PlayStation has 28 Megabits of RAM, JPEG image compression as well as full-screen, full-color video playback (unfortunately tiled) with a total of 74 minutes of video on one CD... but that's one WHOLE CD, without any game program. The PC-FX, which has 26 Megabits of RAM, features three expansion ports: One for RAM, one for S-RAM, and one direct hardware upgrade port. All three ports are housed within the system, so any upgrades will fit snugly into the machine, out of sight. Also available is JPEG compression and full-screen, full-color, 30 frame-per-second (the same as a television broadcast) video. The FX can also read Kodak Photo CD's. The Ultra's custom hardware is unknown at this point.

So there you have it. What have we learned? The Saturn and FX are the 2-D systems, the PlayStation is the 3-D system and the Ultra is the everything system. If the advance specs we've received stay as they are, my only Ultra concern is this: CARTRIDGES? Why? They're WAAAAAY more expensive to produce, take ten times longer than CD's to manufacture, store far less information than CD's, and third parties hate 'em. Nintendo DOES claim, however, a 100:1 compression rate which would result in 800 Megabytes being crammed onto a 64-Megabit cartridge. This is utterly impossible, though... that's like taking the entire text of this article and reducing it to the size of this sentence. It just ain't gonna happen. What are you going to do with 100,000 polygons per second and 64 sound channels if you don't have anywhere to store enough information to utilize them? At any rate, thanks for sitting through all this, and hopefully my ranting will help you in making your decisions. Remember, though, specs mean little - it all comes down to excellent programming, game design, and artistry. Now returning to your regularly scheduled magazine...

-Nick Rox

TEAM GF 32

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MORTAL KOMBAT II
PG. 68





32X • SEGA
RACING • 16-MEG
AVAILABLE NOW



HEY, WHERE YA
GOIN'... HEY!

Well, here it is all included, wrapped up nice and tight: Sega's Super MotoCros for the 32X. You get right to the point... With the feature mapping, background graphics, static screens, and the control. I really like the two player feature, which ultimately is this game's saving grace. I do not like the philly characters, the lack of body English when airborne, the out of place punching and kicking (which is illegal in the sport and very dangerous), the massive sprite pile ups at the start, the huge mud puddles in the middle of the desert on a dry day, the unrealistic engine sounds (these are high revving two-strokes that should have been sampled), and the horrible music.

What really gets me, however, is that Sega has a phenomenal coin-op called Stadium Cross that not only could have been, but should have been ported over immediately, along with: Power Drift, Bad Mobile, and Galaxy Force. That's how you launch a system with dual SR2's. What's with the ports of Space Invaders and After Burner and not these three intense coin-ops? C'mon Sega, what are you waiting for? E. Stern



THE 2 PLAYER FEATURE IN SUPER MX IS THE HIGHLIGHT OF THE GAME!



DO BATTLE ON 12 GRUELING TRACKS!

MORTAL KOMBAT II



**32X • ACCLAIM
32-MEG
FIGHTING
AVAILABLE NOW**



Mortal Kombat II is going 32-bit on Sega's 32X, courtesy of Acclaim Entertainment, Inc. I'll get right to the point: In one corner, you have Midway's coin-op software, and in the other, you've got Sega's 32X hardware. Combined, are the two a marriage made in heaven? Answer...absolutely, positively, yes! Overall, MKII on the 32X is the best home version of the arcade smash hit yet.

Back when Mortal Kombat was first released in 1993, Sega had the better version on the 16-bit Genesis. That game had all the coin-op's blood and fatalities which were deleted from the SNES, plus it had better and more instinctive player control. The Genesis version outsold the SNES version 3 to 1: Round 1: Sega! In 1994, Acclaim released the newer Mortal Kombat II for all the systems, but this time, things were different. Nintendo's renewed game content policy meant that all the blood and gore from the arcade game could be (and was) included in both the SNES and Genesis games this time around. Being now that Nintendo was on even ground with Sega, Acclaim saw fit to tighten up the player control, program the game in 256 colors, include all the sound samples from the arcade title, and

stuffed in all the fatalities, babalities and friendships in the SNES version....Sales skyrocketed: Round 2: Nintendo!

It is now the final round. Sega got the jump on Nintendo by releasing their first 32-bit system in time for Christmas '94. The Ultra-64 is nowhere in sight, and even when it does come to market, later in 1995, MK III, not MK II, will be a factor on the big "N's" 64-bit monster. And that's not taking Sony's Playstation and possibly Sega's Saturn into account. Another big 'battle' seems to be brewing.



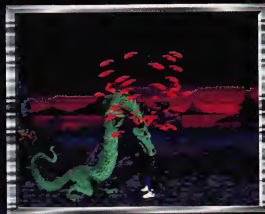
But that will be then, and this is now. I have conquered the 32X MK II, and I'm here to say that the game is quite perfect indeed. I popped in the game and surprise!, all the missing

color, sound samples, and combos have mysteriously been recovered on the 32X. What I can't for the life of me figure out, is why 32-bit technology will not allow you to pause the freakin' game during play?

What it all boils down to, is that if you are one of the many Mortal enthusiasts, or just a hard core gamer that doesn't settle for anything but the best (aka-the readers of Game Fan), MK II, alone, warrants a purchase of the 32X. Way to go Acclaim! -KLEE



EXCLUSIVE GRAPHICS ONLY ON THE 32X SYSTEM!!



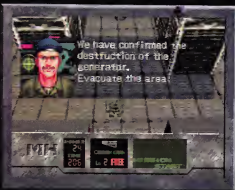
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3D ADVENTURE • 24 MEG
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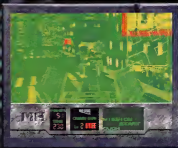
MHTM METAL HEAD



So you've played the first few titles for your new 32X. You can see the potential, but nothing has really made you shed tears of joy... yet. Metal Head just might. If you're a big fan of the Mech. style adventure (a category

so sorely lacking quality softs), you will surely embrace this amazing 24-meg cart. The first thing you'll notice when you plug in MH is that not only is the music actually pretty good, but there are tons of long, clear voice samples. In fact, you get the whole memory munching story read to you. Once you dive into the action, the fun really starts. First of all, everything is texture mapped, there are no flat polygons anywhere in this game. Things get a touch pixelly when you're up close, but overall the effect is surprisingly realistic. Most impressive of all, however, is how fluidly your Mech. maneuvers throughout each area. The frame rate is fast, with virtually no chop, and you can change viewpoints instantly, on the fly. Your missions revolve around the termination of terrorist forces bent on ruling the world. Each mission has a specific objective and a certain time allotment to carry it out. Therefore, no two levels in the game are alike. Some are long while others can be rather short. It all depends on what path you take as there is no 'set' way to complete each mission. Areas are vast and exploration is almost always required. Between missions you can blow your paycheck on a variety of weapons from the smart ass arms dealer. Hint; always go for a laser on your right arm, it

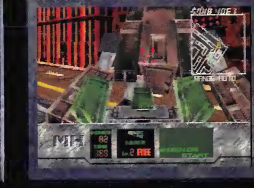


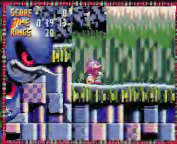


is quick, easy to aim, and very deadly. If you've got enough cash left over, a grenade launcher is always nice to have around for those fast moving targets. Speaking of targets, the enemy mechs and ground vehicles in MH are not only realistic looking, but are all shaded and textured extremely well. This is where almost every game in this genre has failed and another reason why MH is such a great game. Having played this



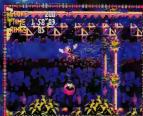
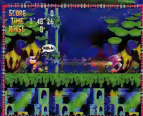
game extensively, and in the same week laid hands on the godly 'Chaotix', I am, to say the very least, overjoyed with my one hundred and fifty dollar 32X, and the minute these power packed carts hit your cartridge slot, I'm sure that you will be too. Metal Head is the best game of its kind... and we're just getting started....
-E. Storm





WHO'S THE RED GUY?

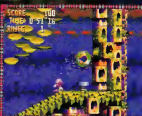
IT'S A WHOLE NEW WORLD



**32X • SEGA
32MEG
ACTION/PLATFORM
AVAILABLE APRIL**

Platform fans, prepare yourselves for the ultimate experience: Chaotix, starring not Sonic, but Knuckles! Of course, this is not the Knuckles you meet in Sonic and Knuckles on 16-bit. This Echidna is fully animated, brilliantly shaded and works in tandem with one of at least five mascots. That's right, mascots! Robotic Sonic shows up and gives a whole new meaning to the term lock-on! This amazing new feature creates perhaps the coolest play mechanic in platforming ever. Your mascot can "hold" while you gain speed and build tension, then like a rubber band, you both bolt ultra fast! You can even grab your little friend, throw him onto a platform overhead, and then bounce yourself up. This mechanic creates some of the most creative situations ever in a platformer. And then there's the graphics. Chaotix has blinding color, mega scrolls, phenomenal scaling sprites (wait 'til you meet Robotnik on 32-bit!), and 3D bonus rounds that truly amaze! This is sheer Sega brilliance! I'll have so... so much more in many issues to come, in the mean time... buy a 32X!!

-E. Storm



KNUCKLES MORPHS?

I CAN GET USED TO THIS!



Tempo's in the house tonight- you know he's gonna' move your mind- the groove is outta' sight- funky as you wanna' be. First of all, I didn't write that. If I did, you'd probably think I was some sort of bone-head. You actually hear these fine lyrics, complete with a "I can't believe what I'm hearing" rap sample when you fire up

Tempo, a platform game with musical overtones starring a nicely animated bug. My question is, why not techno, or rock? Has Sega taken the whole hip-hop thing too seriously or what? They can't actually think that action gamers listen to rap/disco... or can they? To say the least, this sample frightened me. Thankfully, the game itself quickly eased the pain.

The development of the first solid platformer for the 32X is coming along very nicely. Besides an impressive Z80 soundtrack, huge CG bosses are being added as well as even more amazing new backgrounds courtesy of the SH2's (Sega/Hitachi RISC chips) housed inside. We'll have a review on Tempo, next issue. -Mr. Goo

32X • SEGA
24-MEG
ACTION/PLATFORM
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SATURN
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AVAIL. NOW JAPAN

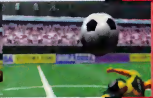


Let's see, Victory Goal in a word... unbelievable! Every time I play a Saturn game it's a little more refined than the last. And this game is polished! Believe me when I tell you, FIFA ain't the stuff, and the 3DO, although a great machine, ain't the Saturn. This is the stuff that not just Sports fans, but all fans of gaming dream of. Once you get past the amazing intro, complete with a rocking un-sports like soundtrack (thank you, thank you!), you will embark on a game that scales and rotates so smoothly and so fast that you won't believe your eyes. On top of that, the amazing 3D polygon players move with smooth animations and incredible





realism. Commit a foul and they hang their heads, score a goal and watch as the camera zooms while the entire play field rotates to display the awesome, and again, realistic animated score board. Then, sit back and watch the goal from every camera angle during the replay. The music during the game is great as well, as are the cheers of the crowd. There is nothing like Saturn sound! The options in the game include: Exhibition, Tournament, J-league, S-league, Cup, and Super Star play. Of course, all the player stats and profiles are here as well. I would have to say that not only is this the best Soccer game that I have ever played but the best sports game period. When the Saturn comes home to the US this September, go for Victory Goal! -Takahara



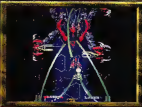
E. STORM'S SATURN PREVIEWS 2000 PREVIEW



Here's the latest on what may prove to be the greatest shooter of all time, Panzer Dragoon. These amazing shots came in just before we closed, so I scanned like a maniac to get 'em in. It all goes well PD will make it out in March, along with Daytona, I'm gonna' need a vacation.



Virtua Racing, from Time Warner Interactive? Hey, this may prove to be a BIG positive. It's obviously not the same old game and it is obviously going to be a rockin' version. No word yet on how many tracks or types of cars, but I'll stay on top of things. Look for VR around the 2nd qtr... In Japan.



Namco's Ray Force will make its Saturn debut this Summer. It is currently 30% complete. Will shooters make a comeback in '95, now that 64-bit is upon us? I sure hope so, I miss 'em!

Deadalus, a Sega original 3D shooter, is headed for the Saturn this Spring. Wow, hyper joy!

Bata East's Sultoden, a newly introduced coin-op fighter, is headed for the Saturn.

Emit, the first digital comic for the Saturn, can be played in Japanese or English! Joy in Spring!



I know, the character looks lame, but you never know. I'll review Virtual Hydlide next month.



ALRIGHT! Check out Astal, the first conventional animation platformer for the Saturn. Although Astal isn't due out until July, I am extremely excited to see that this great genre is not being passed over for a hundred Doom clones. The Saturn will be the king of the side scroller! I'll have more info. on Astal very soon.

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闘神伝

TOH SHIN DEN



To say "Tohshinden is the best 3-D fighter ever, in the arcades or out," which it unquestionably is, may not sound like much—I can count the number of games in this genre on one hand. To say "Tohshinden is one of the best fighting games ever made," however, sounds like a lot... and it is, in every way... the graphics, (that one's a no-brainer) gameplay, control, characters and music are everything I have always wanted in a fighter.

Tohshinden, which loosely translates to Tales of the Gods of Combat, also the first in Takara's Hyper Solid series of polygon games, is basically a combination of the three benchmark fighters—Virtua Fighter, Samurai Shodown and Street Fighter II. From VF we get the 3-D effect, from SFII we get the fireballs and dragon punches, and from Samurai we get the weapons. In my opinion, the perfect combination.

For me, all that was missing in fighting games up to the present was TRUE 3-D movement. Sure, Virtua Fighter was loosely 3-D, but you MOVED in 2-D... the camera just shifted angles. Tohshinden, however, is utterly three-dimensional. This movement is accomplished with the L1 and L2 buttons of the PlayStation controller



—L1 rolls your character left and L2 rolls you right. In addition to having this much freedom of movement, the camera often shifts at 30- and 40-degree angles during which regular 2-D control is maintained. This is what many Tohshinden players feel is its only flaw—blocking, which is accomplished by pushing back, rather than relying on a fearsomely lame block button, becomes difficult with such rapid angle changes. But, as in any lighter, this becomes intuitive with time. While we're on the subject of camera angles, you should know that four different user-selectable camera angles are available on the fly—that's right, you can change between normal, overhead, sky, and long views at any time during a match! Further, Tohshinden has not inherited the curse of 3-D fighters... useless jumps. Jumping is as 100% necessary in Tohshinden as it is in Street Fighter, Samurai or any other 2-D fighting game.

Now for the best part of Tohshinden... the visuals. You simply have never seen anything like Tohshinden's characters. Not even Virtua Fighter 2 can compare—these characters can get their faces RIGHT IN THE CAMERA without displaying as much as a single pixel. This would be a given if they were flat-shaded ala VF, but they're entirely texture-mapped, Gouraud-shaded, and light-sourced. One character, Ellis, actually sports polygons INSIDE polygons... she wears transparent slitted clothes. Even VF2 can't match that, with it's lack of Gouraud or light-source shading.

Not only are the characters rendered in a godlike manner, but they move at a 30-frame-per-second hyperactive joy-speed. There's virtually no slowdown present in Tohshinden, with 90,000 shaded polygons displayed every second... and we haven't even gotten to the backgrounds yet! Each background is also fully shaded and textured, and Kayin's stage features a killer instinct-like screen in the background, except THIS one displays what's actually going on in real-time. Pretty damn amazing. The true test of the PlayStation's immense, rotating, textured, light-sourced, rotating donut-type wheel that's comprised of thousands of polygons, all interacting at 30fps with two 800+ polygon characters in real-time... true bliss!

The music would have to be Tohshinden's weakest point, but don't let that worry you—these tunes more than blow away the average CD game soundtrack. Some of the tunes, like Mondo, Gala, and Sho's themes, are downright lewd while others like Kayin's "Have sweet dreams!" or Gala's "Next!" only for special moves but many an after-match comment like Kayin's "Have sweet dreams!" or Gala's "Next!"

There you have it... arguably the best fighter ever made, with eight regular characters, each with at least four special moves and two hyper moves, up to three hidden boss characters like Ellis's sword-lickin' brother Sho, and the best gameplay to come around since Samurai. All the hidden characters are playable, by the way... check out our Gala code on the last page of this layout if you have the money, buy an Import PlayStation NOW... you MUST own this game. It not, no worries... the PS is slated for US release in September. There's just one scary fact about Tohshinden—the game displays 90,000 textured, light-sourced and Gouraud-shaded polygons per second... and the system is capable of 360,000. Tohshinden, the most mind-boggling 3-D game I've ever seen, uses a little over 1/4 of the system's power. Eek! Many congratulations to first-time developers Tamsell, and please hurry up with Tohshinden II! —Nick Rox

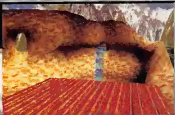


WIN



EIJI SHINJO

HEIGHT: 175cm
WEIGHT: 61kg
AGE: 21
BLOOD TYPE: A
NATIONALITY: JAPANESE
WEAPON: WHITE TIGER FANG



SUPER MOVE!
HYAKIMOSHUKEN
WHILE ENERGY BAR IS RED
→ ↓ ↓ ← ↓ ↓ → + ▲
(or R1 + R2)



HYPER MOVE!
AT ANY TIME
↑ ↓ ↓ ↓ ← → + ▲ ●



KAYIN AMOH

HEIGHT: 178cm
WEIGHT: 64kg
AGE: 22
BLOOD TYPE: AB
NATIONALITY: BRITISH
WEAPON: CARRIVARN



SUPER MOVE!
HELL'S INFERNO
WHILE ENERGY BAR IS RED
→ ↓ ↓ ← ↓ ↓ → + ▲
(or R1 + R2)



HYPER MOVE!
AT ANY TIME
→ ↓ ↓ ← ← → + ●





MONDO

HEIGHT: 179cm
WEIGHT: 60kg
AGE: 42
BLOOD TYPE: AB
NATIONALITY: JAPANESE
WEAPON: HOLY DRAGON SPEAR



SUPER MOVE!
CHORIKI: DAIBUTSUMETSU
WHILE ENERGY BAR IS RED
↓↘↓↘↙ + ▲
(or R1 + R2)

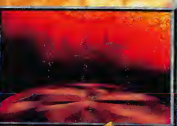


HYPER MOVE!
AT ANY TIME
→↗↑↖←↘↓ + ●



SOFIA

HEIGHT: 172.5cm
WEIGHT: 50kg
AGE: 24
BLOOD TYPE: A
NATIONALITY: RUSSIAN
WEAPON: KRAASNI BOORYA



SUPER MOVE!
CALL ME QUEEN
WHILE ENERGY BAR IS RED
→↖← + SLASH
(or R1 + R2)

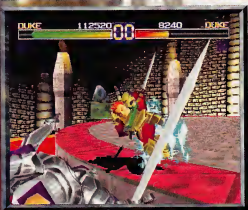


HYPER MOVE!
AT ANY TIME
↓↘↓↘↙ + ●





DUKE B. LAMBERT
 HEIGHT: 190cm
 WEIGHT: 75kg
 AGE: 29
 BLOOD TYPE: A
 NATIONALITY: FRENCH
 WEAPON: DELNIER VANCOL



**SUPER MOVE!
 THE END**
 WHILE ENERGY BAR IS RED
 ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ +
 (or R1 + R2)



HYPER MOVE!
 AT ANY TIME
 ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ + ●



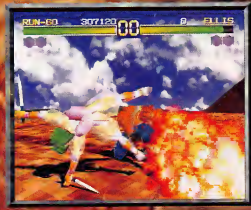
RYU-GO IRON
 HEIGHT: 190cm
 WEIGHT: 92.0kg
 AGE: 30
 BLOOD TYPE: A
 NATIONALITY: AMERICAN
 WEAPON: NO NAME



**SUPER MOVE!
 DAICHI HYAKUSAI**
 WHILE ENERGY BAR IS RED
 ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ + ▲
 (or R1 + R2)



HYPER MOVE!
 AT ANY TIME
 ↑ ↑ ↑ ↓ ↓ ↓ ↓ ↓ + ●





FO FAI

HEIGHT: 194cm
WEIGHT: 48kg
AGE: 106
BLOOD TYPE: AB
NATIONALITY: CHINESE
WEAPON: KONSUGAKKA



SUPER MOVE!
DODODONPAPPA
WHILE ENERGY BAR IS RED
→←↘↙↗↖↘↙↗↖ + ▲
(or R1 + R2)



HYPER MOVE!
AT ANY TIME
X ■ ▲ ● ◀ ▶ ↖ ↗ ↘ ↙ + ▲ ●



ELLIS

HEIGHT: 155cm
WEIGHT: 46kg
AGE: 16
BLOOD TYPE: O
NATIONALITY: TURKISH
WEAPON: DIRKS



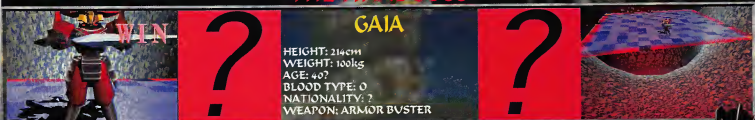
SUPER MOVE!
FRENCH KISS
WHILE ENERGY BAR IS RED
→←↘↙↗↖↘↙↗↖ + SLASH
(or R1 + R2)



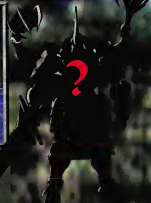
HYPER MOVE!
AT ANY TIME
↘↙↗↖↘↙↗↖ + ▲ ●



THE FINAL BOSS



HEIGHT: 214cm
WEIGHT: 100kg
AGE: 40?
BLOOD TYPE: O
NATIONALITY: ?
WEAPON: ARMOR BUSTER

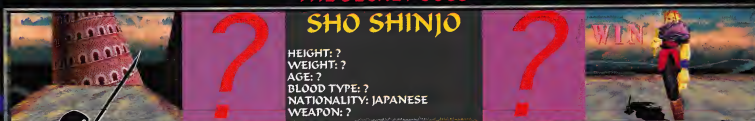


PLAY AS GAIA!

AT THE TITLE SCREEN, WHEN THE OPTIONS ARE COMING IN FROM LEFT TO RIGHT, DO ↓ → → ON THE IP PAD. YOU WILL HEAR "FIGHT." NOW BEGIN YOUR GAME. HIGHLIGHT EIJI AND PRESS ↑ +



THE SECRET BOSS



HEIGHT: ?
WEIGHT: ?
AGE: ?
BLOOD TYPE: ?
NATIONALITY: JAPANESE
WEAPON: ?



PLAY AS SHO?

THE CODE TO PLAY AS SHO IS SIMILAR TO THE GAIA CODE BUT UNFORTUNATELY CAN'T BE RELEASED UNTIL OUR NEXT ISSUE. SO STAY TUNED!



MOTOR TOON GRANDPRIX

PLAY-
STATION
REVIEW

I am not a fan of driving games, let alone cutesy, candy-coated, bug-eyed Japanese Stunt Trax driving games, a genre of which Motor Toon Grand Prix could be the poster boy. Yet for some reason not wholly known to me this game has become my favorite driver ever. It certainly wasn't the concept that did it for me, but rather the awesome ergonomics of the control (especially with Namco's analog Ne-G-Con pad) and the sheer beauty and frightening majestic quality of the 3-D polygonal worlds in which Motor Toon unfolds.

MTGP has a total of three "real" tracks - Toon Island, Plastic Lake

TOON ISLAND: FOR BEGINNERS, BUT BEWARE, THE AVERAGE SPEED IS HIGH



PLAYSTATION
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RACING
AVAIL. NOW JPN.



CAPTAIN ROCK



and Gulliver's House, there are also ten mini-tracks, used for the impressive split-screen 2-player Duel mode or in the Time Attack mode. These are easily the lamest feature of Motor Toon - why create ten dinky tracks when you could have done a fourth brain-atrophying regular track? It's extremely hard to describe the absolute hyper-joy which the regular tracks exude, most especially Gulliver's House. In what other driving game can you cruise through a massive house, (don't scream 'Club Drive!' just yet) evading massive chess pieces and pool balls, driving around huge transparent aquariums, drop into a massive sink, race around gigantic fruit displays and cakes, zip around a roulette wheel and even drive by an oversized PlayStation system? Yes, Motor Toon is true power.

Beyond the basic acceleration and brake controls, you have a "slide" button, which helps you maneuver sharp turns and the obscene corners found in many of the mini-tracks like Jean Garden or Strange Place. Also available on-the-fly are five different views ranging from in-car to a reverse view looking at the front of your auto. Another original feature of MTGP are crystals strategically placed throughout each level, which randomly transform your car into humanoid form, hoisting your overall speed. While on the subject of vehicles, five different racers are available, all with different strengths and weaknesses, but each car has

PLASTIC LAKE: DASH THROUGH A BEAUTIFUL (AND BUMPY) WORLD OF PLASTIC



RAPTOR & RAPTOR



an actual... personality. It's very hard to explain, as these polygon cars must be seen, but the way each racer contorts, warps and stretches as you round turns, catch major air or even just sit there is totally unique to each one. Of course, character designs by the masterful Susumu Matsushita, founder of Light & Shadown, Inc. don't hurt either.

Motor Toon's music is excellent, fitting the game quite well. Most of it is hyper-cute, with the exception of the Gulliver House track - fantastic booming symphonic stuff. Strangely absent, I felt, were speech samples of the same sort as Ridge Racer... but then again, the most annoying trait of Ridge Racer was the announcer, so this may please fans of that game.

To sum up, Motor Toon Grand Prix is the best home racing game ever made. The best home racing simulator award still rests with the PlayStation version of Ridge Racer, but for pure joy of control and visual impact, MTGP is so far unbeatable, and with a Namco Neo-Geo (twist it right to turn right, left to turn left, etc.), you may never again turn your PlayStation off. I had but one major complaint about the game: Driving off the tracks and discovering little extras like a

GULLIVER HOUSE: ENJOY THIS RACE IN THE LAND OF THE GIANTS



BOLBOX



REPLAY MODE!

flock of sheep that baa when you drive through their numbers, little side-roads that take you up to hills filled with gravestones (!) and being able to drive all the way around the roulette wheel! were almost more fun than racing the tracks normally. Consequently, I think the races should have been more vast and non-linear, rather than driving in a set path. Hopefully we'll see this in the sequel, but until then... buy a PlayStation and MTGP! -Nick Rox



2 PLAYER DUEL/MATCH RACE!



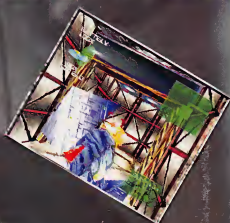
PENGUIN BROTHERS PRINCESS JEAN



DUEL/MATCH RACE!



PLAY-
STATION
PREVIEW

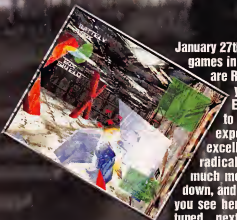


GAMEFAN EXCLUSIVE PREVIEW!

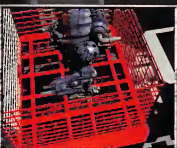
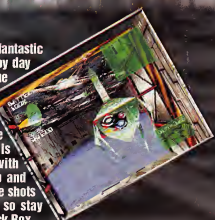
KILEAK

The Blood

PLAYSTATION • SONY MUSIC ENT.
3-D ACTION/RPG
AVAILABLE NOW JAPAN



January 27th is to be a day of jubilation for PlayStation owners - five fantastic games in one day! Among the games that'll be released on this joy day are Raiden Project, CyberSled, Space Griffon VF-9 and the game you see here - Kileak, the Blood. Kileak is Sony Music Entertainment's first PlayStation effort, and what a way to start off right! The design team of computer graphic experts behind the game, Genki, were responsible for the excellent 300 GG point-and-clicker Burning Soldier. This game is radically different, however: it's a Doom-style 3-D shooter with much more freedom of movement... you can look and shoot up and down, and there are role-playing elements throughout the game. The shots you see here represent only the Intro and first level of the game, so stay tuned... next month we'll have a full review of this sure-to-be-hit! -Nick Rox





Seibu Kaihatsu's *Raiden Project*, which contains both *Raiden I* and II, is a 100% perfect port of the coin-ops. It even features a full-screen mode (shown here)... but your TV has to be on its side! Look for a review next month!



This Ultraman-180 rubber suit fighter is *Alyum's Legend of Goku*.



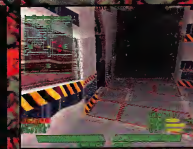
Sony Computer Entertainment's *Philosoma* is coming along amazingly, as you can see here. *Philosoma* features 3-D, side, and top-view shooting stages; camera movement is accomplished via superbly detailed, ultra high-res CG cinemas. *Philosoma* should be available by March, so look for a full review very soon!



Sony Computer Entertainment's *Arc the Lad* is looking ever-more joyous. This Shining Force-style Strategy/RPG is due out this Spring!



SCE's *Sengoku Cyber: Fulmaru Jigoku Ren* is a special-effects-laden Strategy/RPG.



Panther Software's *Space Griffon VF-9* (formerly known as *Hamlet*) is an ultra-smooth 3-D Action/RPG in which you control a transformable mech. *Space Griffon* also features unbelievably high-res (1024x728) cinemas. Look for a review next issue!



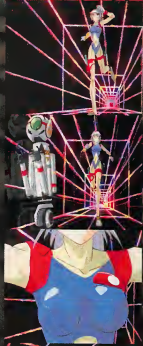
Ving/Taito's *Night Striker* promises to be (finally) a perfect version of the arcade game.

Neorex's *Cosmic Race* is a racing game in which you have your choice of several outlandish vehicles.

At last, a home version of one of the coolest arcade shooters ever, Trem's little-seen *War at the Bottom of the Sea!*



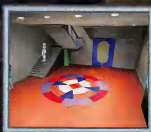
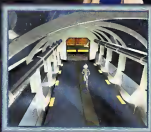
Namco's visually incredible *Virtua Fighter*-style arcade game *Tekken/Rave War* is coming to a PlayStation near you in March, and it promises to be a 100% exact arcade port! Joy!



TEAM INNOCENT



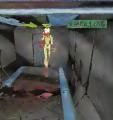
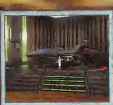
PC/FX • HUDSON SOFT •
ACTION/RPG
AVAILABLE NOW JAPAN



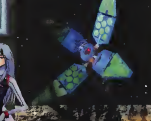
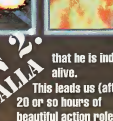
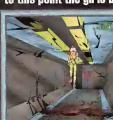
MISSION 1: ARTIFICIAL PLANET

Me and the PC Engine go way back... I can remember back to a time when Y's, Atomic Robo Kid, Power Drift, Batman, and Super Star Soldier were all I played, that is, when I wasn't playing my Supergrafx. So you can imagine how elated I am that NEC has released a powerful 32-Bit CD-ROM game system. At the same time, imagine how depressed I am that there are but a measly five titles (that I want to play) scheduled for the entire year of '95. That is, besides this CD of joy, Team Innocent.



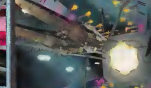
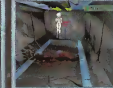
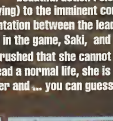
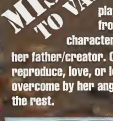


The story here is a deep one... The saga unravels as Professor Chronos Enhancer creates three perfect children using bio technology. He is soon found out (dabbling in bio technology is illegal) and arrested by the GCOP. The three little girls are adopted by the GCOP and trained as a special task force team... Team Innocent. You come in when the girls (now obviously grown up) are on a routine mission which coincidentally leads them back to where they were created. Up to this point the girls believed their father to be dead, but as the story unravels they discover



MISSION 2 TO VALHALLA

that he is indeed alive.
This leads us (after 20 or so hours of beautiful action role playing) to the imminent confrontation between the lead character in the game, Saki, and her father/creator. Crushed that she cannot reproduce, love, or lead a normal life, she is overcome by her anger and... you can guess the rest.



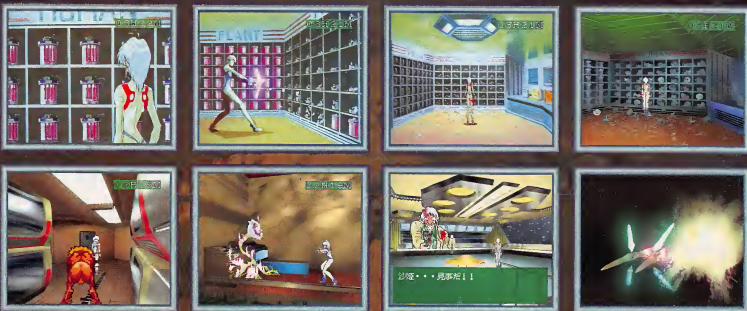
MISSION 3:

DEEP BLACK

What really stands out in Team Innocent are the amazing CG and animated intermissions and sub-stories, the breathtaking locales that you play within, as you access computers and solve problems, and the fact that (although she's a tad pixely at times) you are guiding a gorgeous, scantily clothed young woman through the most dramatic days of her (and her bio-sisters) tragic life.



Games like this will never be made, or come out, here in the land of the big license, and that makes them all the more appealing to me. I don't understand a word of Japanese but somehow I knew exactly what I was doing (the adventure is very visual) and thoroughly enjoyed this entire game. Now I hear that a sequel is in the works. I will be waiting... patiently. E. Storm





COMING NEXT MONTH TO THE PC-FX AND THE PAGES OF GAMEFAN!







JAGUAR • TWI
RACING • 16-MEG
AVAILABLE APRIL

Power Drive Rally

World rally racing comes to the Jaguar



Upon returning from the Winter CES in Las Vegas there were four Jag games that I just had to play first hand: Battlemorph, Conan (working title), Burnout, and Power Drive Rally. Battlemorph, no way, we're looking at March, Conan, nada, it was running on a development system, and Burnout, well, it's still quite early. Can you guess which one I've got? PDR still needs some control and voice sample tweaking, but judging from what I've sampled this is going to be one helluva great driver. The detail is perfect, right down to leaving tracks in the snow and mud, and when completed the game will feature six different cars, over 50 different tracks, and realistic crashes. Oh, I almost forgot to mention, the cars have working head lights, tail lights, and brake lights! This is gonna' be a good one! Stay tuned for more coverage in future issues and be sure to check out the CES report for more of what Atari has in store for '95.

Quarantine

Gametek
300
Driving/Killing
Available April



Quarantine is a ground breaking first person driving and shooting game set in a grim future. You are Drake Edgewater, a 21st century cab driver desperate to escape from the quarantined city of Kemo. You are driving a modified '52 Checker "hover-cab" armed with headlight mounted machine guns. We hope you remember your defensive driving skills because to quit Kemo you'll have to brave rockets, bullets, mines and annoying pedestrians. Pickup and deliver fares to earn money for more and better weapons... Make sure you've got a good set of wiper blades (it's so hard to see where you're going with blood on your windshield!) A lightning fast new 3D engine and spectacular dark and moody graphics bring this this cool futuristic city to life (and death). It's ROADWARRIOR meets BLADERUNNER (with a taste of ESCAPE FROM NEW YORK)...It's QUARANTINE!



NEVER, EVER STIFF A KEMO CABBIE!



It never ceases to amaze me, how many great games seem to come out of nowhere. Unlike the Zelda's, Sonic's, and Mortal Kombat's out there, (all of which boast, big time development and marketing budgets) these games often originate from small, obscure software groups. Developed by a company that (ironically) goes by the name Silent Software Inc., Return Fire for the 3DO has the polish and quality of a game made by the big boys. Yeah right, what's so great about Return Fire?, you ask. Well hang on, Sarge, we'll get to that part later.....first, let me define the game to you. As I would soon find out, explaining the genre of this game would prove to be difficult, as it wasn't that easy to put your finger on what type of game it was. At first, RF (with its military theme, individual missions and the viewpoint of the overall playfield) seemed to resemble the Desert/Urban/Jungle Strike series, but upon closer investigation, I found Return Fire contained much more depth than any of EA's search and destroy games. The main objective is very simple; you must set forth from your base onto enemy territory, find a green flag hidden somewhere within your opponents (well protected) military compound and return the flag to your base, without getting yourself killed in the process. Easy in theory, difficult in execution. Your armament consists of: one 4-wheel drive, ATV/missile launcher, one high speed attack chopper, one armored tank and one jeep. The ATV is the slowest but can do the most destruction and has the strongest armor. The helicopter can (obviously) cover ground faster and more effectively than the others. The tank has a nice balance of speed, maneuverability, and armor. The jeep is the weakest against enemy fire, but is the only vehicle that can capture the flag.

Playing Return Fire is a trip in itself. The music is a compilation of several popular classical tunes, all presented in Dolby Surround Sound. When you use the chopper, you will hear Flight of the Valkyries-ala Apocalypse Now. When you're running away from enemy fire, you hear Flight of the Bumblebees. When you are successful with your mission, you will be greeted with a full-motion ticker tape parade, with Hallelujah blaring in the background.....very cool! The first time I heard the music, I nearly hit the floor laughing. The graphics are (again) reminiscent of EA'sStrike games, except with better detail and a cool auto-scale zooming effect. The overall presentation of Return Fire will draw you in, but its the unique diversity, mind taxing strategy required and the devilishly warped sense of humor that will have you begging for more and is the core of RF's outlandish personality. And if you think Return Fire is massive fun in the one player mode, try playing with a friend as he tries to create a new orifice in your butt with his chopper guns blaring away as you scurry away, flag in hand. It just doesn't get any better than that. -K.LEE



IT'S LIKE A VIRTUAL WAR!



VICTORY IS MINE!

YU YU HAKUSHO

The 3DO: A system cursed with heinous lighting games. Sure, you have your SSF2T, but you also have your Shadow, Way of the Warrior and Samurai Showdown. The game to alleviate this condition somewhat: Tony's Yu Yu Hakusho. Based on the #1 Japanese manga and anime, which unfortunately was just put on "extended hiatus" (For the hopelessly illiterate, "Artist got sick of drawing the same thing over and over") to the dismay of thousands, Yu Yu Hakusho is an excellent example of what a 32-bit fighter should be: Good zooming, smooth animation, great control (With a Goldstar pad!) coupled with warping, line-scrolling, transparent BG's.

You have your choice of 15 characters in Yu Yu Hakusho, each with a large array of special and hyper moves that actually come out quite easily on a 3DO Palm-Pad, as there are no diagonals involved (Most moves are quite simple, like 'Back, Down, Forward' or 'Forward, Back, Down'). While on the subject of characters, each of the combatant's animation was drawn by the animation studio



that is (er, was) responsible for the TV animation, Pierrot, resulting in perfect likenesses of the characters... always necessary for an anime license. Yu Yu Hakusho also utilizes the now-familiar Art of Fighting Power Gauge, which limits your special attacks and forces you to charge back up your power, leaving you open to attack.

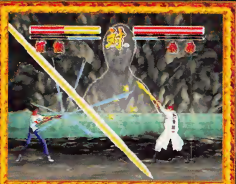
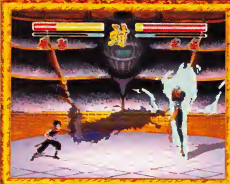
Yu Yu gives you a fairly hefty amount of battle options ranging from a practice mode in which you can beat up on a helpless computer opponent to a five-player Team Battle mode. Other extras include an Art Gallery mode, where you can view various Yu Yu Hakusho artworks from Studio Pierrot, and a Juke Box mode. The most impressive mode of play in this CD, however, has to be its amazing Scenario Mode. Between each match you're treated to an incredible, full-screen FMV cinema direct from the TV show, culminating with the final battle with the psychotic Senuki Shinobu in the Demon World.

The graphics are the best part of this game. Although the characters are on the small side,

they are extremely well-animated and many of their hyper moves fill the entire screen, as you can see here. The backgrounds are remarkable, as well - there's a massive amount of Way of the Warrior-style line-scrolling and lots of keen parallax, scaling, and transparency effects, but only six locations! It's better than having fifteen shoddy backgrounds though... I guess.

YU's music is above average, and although not from the TV show, fits the action superbly. There are a couple of painful tracks, but most (and especially the Ankoku Bujutsukai theme) are quite good indeed. You'll also find a fair amount of voice, all contributed by the actual voice actors from the TV show.

Yu Yu Hakusho is an excellent, well-rounded fighting game, and an admirable first effort from 32-bit new-comer Tony, that will most probably never come out in the US. If you're starved for a new 3DO brawler or are a fan of the series, don't pass up this fine import - Hick Rox



3DO
REVIEW

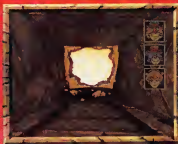
3DO • TONY
FIGHTING
AVAILABLE NOW
JAPAN





MONTANA JONES

300
FUTURE PIRATES
DIGITALCOMIC/ACT.
AVAIL. NOW JAPAN



SIDE SCROLLING BLISS...NOT!

WOW, NIFTY POINT AND CLICK FUN!



Even Japan has their share of toilet games, but this is the first real dumpster for the 3DO. The previews in the Import 3DO mags made Montana Jones look great, but the minute we disgraced our CD tray with it and saw the ultra tile laden FMV, choppy animation, and super lame point and click interface, we knew a shiny new frisbee was born. Sure MJ has some side scroll between its hor-ride digital comic sequences, but they look and feel like games for the ultra tank CDL. You know, it's the flat background with the floating sprite on it that jumps a second after you press the button. About all I can say about this game is that if it comes out here (and I pray it doesn't) avoid it like the plague. Mr. Coo



GAMEFAN SPORTS



Another Winter CES has come and gone and the image that I am left with is of an industry in transition. 16-bit is definitely slowing down, and the next generation stuff won't be seen for another nine months. On the sport software side of things, it was pretty quiet. EA was not on the floor of the show, although they had Coach 'K' College Basketball on display at their party on the eve of the show. Sega Sports was present with two new games; NBA Action '95 and World Series Baseball '95—both previewed in this edition of GameFan Sports. Other than those titles, there was nothing that I would classify as "blow you away" kind of stuff. There were no new 32X sports titles, La Russa and NHL were strictly AWOL on 3DO and Crystal Dynamics was showing their new sports titles to buyers only at BMG's booth. The good news is that, even though the quantity of product being delivered to the consumers is slowing down, the quality is on the rise. And, in judging the early software for both the Play Station and Saturn in Japan, we can expect that the attention to detail and quality that has come to characterize latter day 16-bit sports software will carry over into the new generation...In other news...the Super Bowl will be history by the time you read this, and I can only hope and pray that my 'Niners' will be in possession of the Lombardi Trophy. In spite of a year that featured strikes in both professional baseball and hockey, the strength of the football season made it a banner year for me. The NFC featured two dynasty teams battling it out as they seem to do every year, and the AFC offered parity and excitement that kept most teams in the running until the final week of the season. The best news is that, even if there is no '95 baseball season, or if hockey never comes back, I can play football all year around and enjoy the highest quality interactive baseball and hockey games from the comfort of my own living room. I hope you enjoy this edition of GameFan Sports; turn the pages and revel in the last great year of 16-bit!

COACH 'K' COLLEGE HOOPS

GENESIS
EA SPORTS
4 PLAYER
16 MEG
NOW

Wow! Coach 'K' College Basketball takes the Genesis version of NBA Live '95 and tweaks it just enough to make it a better, more complete simulation than the original. The first thing that strikes you about the game is the fact that the designers have adjusted the speed in the game to a point that makes more sense. Coach 'K' becomes much more of a defensive game this way, and a much better simulation in the process. All of the features that made NBA Live '95 such a great game are here in Coach 'K'; the game's isometric viewpoint, large well-animated characters that do not crowd the

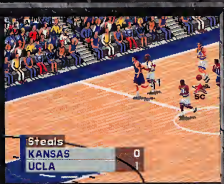
paint, graphic candy—such as statistics that pop-up on the fly during play, adjustable referee levels, 'turbo' feature, and user-adjustable play features that control everything from the length of the game to fatigue factors.

What's different is the nature of the college game itself. Season play is accomplished through 8, 12, 16, 24 or 32 game tournaments that lead to the championship bracket. You can choose to play every game, or simulate things when you're pressed for time. You can play anything from 2 to 20 minute half(s), save player statistics in thirteen different offensive and defensive categories, and team statistics in 17 different categories. There are 32 different college teams to choose from; including Duke (no brainer there), Arkansas, UCLA and Alabama.

The 'bottom line' in Coach 'K' College Basketball is that the game is pure fun to play. Bringing defense into the game has really heightened the level of realism, and slowing the game down has allowed for more realistic scoring, more blocked shots and steal, and, overall, a more balanced game. Add to all of this a very cool free throw screen and you have a feast for college hoops fans.

As to whether or not owners of NBA Live '95 need to purchase this game; well, I definitely prefer Coach 'K' over its





pro cousin. If you already own NBA, you've got a solid game of basketball and need not go for Coach 'K', unless you're a big college hoop fan. If you haven't purchased either, go for 'K'...you won't be disappointed. - Talko

The 'bottom line' in Coach 'K' College Basketball is that the game is pure fun to play.

93%



TECMO SUPERBOWL 2

It (TSB2) is a great game, a limited edition, and an experience that no true gridiron freak should be without.

89%

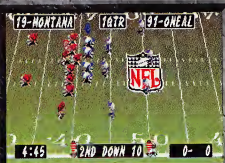


The Genesis version of Tecmo Super Bowl 2 is equal to its SNES counterpart in every way. The graphics and sound show tremendous improvement over previous Tecmo product and, as always, Tecmo has provided the player with a well presented, detailed NFL simulation that has been written specifically for the toughest football critic and fan.

Since the advent of 16-bit gaming and the rise of Madden and Montana, Tecmo's arcade aspects have always seemed a little on the light side. Although I would like to say that this has changed with the new title, I can't. But, Tecmo fans don't really buy the game purely for the arcade elements. What has always separated Tecmo football games from the rest was the depth of the simulation, and Tecmo delivers the goods. You can compete in a multi-season format, against computer controlled offenses and defenses that will do anything but roll over for your offensive and defensive attack, keep detailed statistics over multiple seasons with League Leaders, and even post your name in the "Hall of Fame" if you should better the record of an all-time great.

I am not going to tell you to sell-off your new NFL '95 (I've been playing it for five months--still the best!) or Madden '95, but football fans should take a serious look at Tecmo Super Bowl 2. It is a great game, a limited edition, and an experience that no true gridiron freak should be without. Besides, in this league, Kansas City still has a chance to win it all! Talko

**GENESIS
TECMO SPORTS
2 PLAYER
16 MEG
NOW**





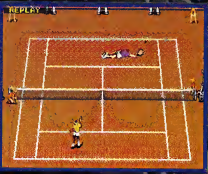
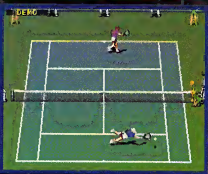
ATP TENNIS

ATP Tennis is a tremendous sports title and one that every Genesis sports nut must own. As previewed in last month's GameFan Sports, ATP is a tennis fan's dream come true with every aspect and detail of the sport brought to life.

**GENESIS
SEGA SPORTS
1-4 PLAYER
16 MEG
NOW**

With any tennis game, it is tough to stray too far from the 'Pong' feel that is inherent in the play mechanics of the game. But, with ATP, that feeling melts away as you find yourself in a grueling serve-and-volley game with Borg, where every shot in your arsenal is required to be successful, and every angle and strategy has to be executed with precision. Your computer alter-ego can lob the ball, drill a passing shot, move in and out and side to side, cut the ball and drive 100 mph serves up the gut of your opponent! Of course, your opponent has a few tricks up his sleeve as well and making your way through tournament play (saved to battery), let alone beating your first opponent, is very tough indeed.

When comparing ATP to existing tennis product on the Genesis, there are only two products that challenge the quality of ATP; Wimbledon Tennis from Sega Sports and IMG International Tennis from EA Sports; both being very strong titles in their own right. ATP is better than both of these fine products, and, in terms of replay value, blows them away with entertaining gameplay and a quality simulation that lies just below the surface. I recommend this game to both casual fans and dedicated tennis buffs. There is something in ATP Tennis for both and enough fun to last the entire year. - Tallo



Genesis Review

ATP is a tennis fan's dream come true with every aspect and detail of the sport brought to life.

93%



You're in the trap!

"Hi, I'm Fred Couples, welcome to Golf Magazine's 36 Great Holes." Once you hear Fred proclaim this on your 32X, you're in for some quality golf. This photo real, ultra colorful, 32X game of sticks has just about every feature you could hope for, including the best character generator I have ever seen. Choose from many a player, tailor them to your exact specs, and then hit the best 36 that golf has to offer. Enter the tournament and play against up to eight players! The game is packed with realistic samples, and you can view and then save your most phenom replays! So, if you hit that hole in one and your friends don't believe it, shaka!, you've got it all in memory. Bottom line, if you're into golf games, get into Golf Magazine's 36 Great Holes! -Mr. Goo



Ah, you're in the beach!



Great birdie!

**GOLF MAGAZINE
PRESENTS 36 GREAT HOLES
STARRING FRED COUPLES**

LOOK FOR THE ALL
NEW GAMEFAN
SPORTS COMING
IN APRIL!

NOW YOU'RE ON FIRE!



T.E.
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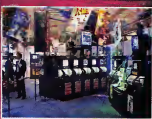
MIDWAY

WINTER CES '95

Another CES has come and gone. I'd have to tan this one as CES lite. In fact, I believe that the best game there was playing at our booth, *Tokushinden* for the Sony Playstation. On the other hand, while the amount of new games was somewhat life, the amount of info and new announcements floating around was abundant. Sega threw a really cool party, and I had fun playing *Virtual Boy*... those were the high points for me. The E3, which will be held in Los Angeles this coming May, is being touted as the show of shows. This is where Sega, Sony, and Nintendo will all unveil their 64 bit hardware. We already have Saturns and Playstations, so for us, the E3 will hold down to one thing, the Ultra 64, which will be hands on playable for the first time. What you'll find on the following pages is a breakdown of some of the best new games for each platform. Bare in mind, many of the games are covered in this very issue. We work fast.



SEGA



For a Winter show in a transitional season, Sega put on quite a display at the CES. Tom Kalinske got the ball rolling with a full blown press conference at Sega's adopted Vegas home, the Alexis Park, the only Hotel in Vegas without a gambling casino... I hate gambling casinos. There's nothing worse than hundreds of lumbering souls with buckets of quarters when you're trying to get to your room to watch *True Lies* for the fourth time. During the conference Tom touched upon Sega's winning year with a blistering 60% market share, plans to launch the Neptune 32X/Genesis console at an amazing price of 149.99 (he held it up), the September release of the Saturn at a price between three and five hundred dollars (he held that up too), and introduced Sega's latest ace in the hole, Deion Sanders. Everyone had happy Sega hankies, and the whole thing came off ultra positive. One interesting remark Tom made was that the engineers at SOA cannot get *Sonic 1* to run on a Pentium! This gave me great personal joy as I would consider such a port pure sacrilege. Sega is going to throw the teeny PC market a bone and release some FMV stuff... the perfect place for it! Tom also danced around the imminent release of the 16-bit Venus handheld. Right now the price (it would be around 199.99) is just too high for Sega's blood.

Sega's plan is simple... it's called the triple play. You've got the Genesis (which Sega will continue to support vigorously in '95) at 99.99 for the casual user/K-Mart shopper, the new 32X (which will be Sega's main focus for years to come) for the mass market, and the Sega Saturn for the hard core gamer who demands the best and has the money to buy it. This makes a lot of sense, but two things need to happen to make it work. Number one, SOA has to make the Saturn compatible or bring out imports SIMULTANEOUSLY to keep that hard core gamer happy (he's miserable right now with all of his RPG's sitting over in Japan). I know this for a fact, because he's my main focus, and I've got all his letters to prove it. Number two, the Ultra has to either go away or come in over the announced price of 249.99 with a pack in. The 32X is a great system but it has limited sound and texture mapping capabilities. The Neptune (with a game) will cost you in the neighborhood of 220.00. If you can buy a 64-bit power house with a Miyamoto pack in for thirty bucks more, this may throw a major wrench in Sega's plans. Of course Sega has *Daytona*, *Sonic*, *Shinobi*, *Knuckles*, intense marketing, and millions of dedicated users. Nintendo has to overcome years of fibbing, we could go back and forth all day, but you see what I'm saying... There's also a little company called SDNY on the launching pad.

Hot at the show for Sega was *Comix Zone* (a fully interactive comic that is just too cool), *X-Men 2-Clone Wars* (see page 62), and *Batman and Robin* (only special effects!), for the Genesis, *Eternal CD*, *Dungeon Explorer*, and *Lords of Thunder* for the CD, and *Tempo* (pg. 73), *Metal Head* (pg. 70), and the *AMAZING Chaotix* (pg. 72), for the 32X.



SEGA
KNUCKLES CHAOTIX (32X)



SEGA
METAL HEAD (32X)



SEGA
TEMPO (32X)



DIGITAL PICTURES
CORPSE KILLER (32X)



SEGA
COMIX ZONE



SEGA
X-MEN 2 CLONE WARS



ACCLAIM
MORTAL KOMBAT II (32X)



ACCLAIM
STARGATE



ACCLAIM
JUDGE DREDD



ACCLAIM
SPIDERMAN



JVC
SAMURAI SHODOWN (CD)



JVC
FATAL FURY (CD)



ABSOLUTE
ROF: GLOBAL CONFLICT (CD)



SEGA'S
NEPTUNE



NINTENDO
STARFOX 2



NINTENDO
KIRBY'S DREAM COURSE



NINTENDO
EARTHBOUND



NINTENDO
COMMANCHE OVERKILL



NINTENDO
COMMANCHE OVERKILL



NINTENDO
FX FIGHTER



NINTENDO
KIRBY'S AVALANCHE



NINTENDO
DONKEY KONG LANO (GB)



NINTENDO
COLOR GAMEBOYS



SQUARE
SECRET OF EVERMORE

ground! You play VR Mario on two plains! The graphics look great and the depth is hard to describe. There was also an F-1 demo that blew me away. Again I can't describe it, but take my word for it, you've never played a REAL 3D game. A Starfox type shooter, and an overhead shooter where you fly BETWEEN the scrolls was also present. The Virtual Boy was, for me at least, the high point of the CES. Nintendo will debut the Ultra-64 at the upcoming E3 in May. Did you see the Mask? Remember at the end when Ipkiiss (the Mask) pulls out the mega cannons at the end of the movie... that's kind of what Nintendo is doing at E3. The Ultra is a BIG GUN!

KONAMI
METAL MADNESS

The best looking SNES stuff at the show was Squares animation/SCI-Mana style-made in the USA-RPG, The Secret of Evermore, Titus's amazing Prehistoric Man, Konami's Metal Madness, Capcom's return to the original Megaman, Megaman 7, and Nintendo's own Starfox 2.

KONAMI
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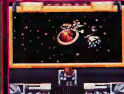
**VIRTUAL BOY
TECHNICAL SPECIFICATIONS**
CPU: 32-BIT RISC PROCESSOR RUNNING AT 20 MHz
DISPLAY: DUAL MIRROR-SCAN, HIGH RESOLUTION, LED DISPLAYS
AUDIO: STEREO SOUND WITH SELF CONTAINED DUAL SPEAKER SYSTEM
MEASUREMENTS: 8.5"H x 10"W x 4.3"D
SOFTWARE: ROM CARTRIDGE
WEIGHT: 760 grams (HEAD UNIT ONLY)



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TUROK THE DINOSAUR
HUNTER - ULTRA 64



NINTENDO ACCEPTS THEIR
AWARDS FOR GAIA & METROID



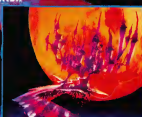
THIS WAS A VERY FUN
PLACE TO BE!



VIRGIN GAMES
DINOBLAZE - WHAT'S THE RUMPUS



WARP
D'S DINER

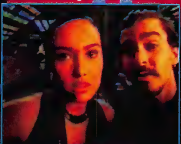


READYSOFT
BRAIN DEAD 13

INFERNO

For some odd reason, 3DO Company again parked their booth in the PC/pocket protector section of the CES, quite a hike from the video game arena, which was also infected with interactive PC products (that's how slow this show was). I think it's time for 3DO to join the party over with the consoles. The Bulldog upgrade info. could be extracted from 3DO rep's, but no demo unit was present, only a short video clip on the huge 3DO screen. No price was available, but it will be out late this year. Goldstar announced the MPEG pack which will come packaged with Total Recall at 199.99. The MPEG pack will be compatible with the Goldstar unit ONLY. Goldstar also announced two new pack-ins for their 3DO unit. Shockwave and FIFA will both be in the box for 399.99!

There were many impressive titles present as well including Konami's incredible Policenauts, Warp's D's Diner (which unfortunately may not make it out in the US), Virgin's mega animated sports spoof Dinoblaze, Panasonic's amazing FMV game starring Tia Carrere, The Daedalus Encounter, Any Channel's PD'ed, ReadySoft's Brain Dead 13, GameTek's Quarantine and HELL, (starring Dennis Hopper and Grace Jones), and 3DO Co's Killing Time. Primal Rage was announced as well and will be coming out this November on every platform known to man.



PANASONIC
DAEDALUS ENCOUNTER

ABSOLUTE
RISE OF THE ROBOTS



POLICENAUTS
KONAMI



THE 3DO COMPANY
KILLING TIME

ANY CHANNEL
PD'ed

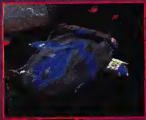
THAT'S RIGHT!



ATARI (CD)
BLUE LIGHTNING



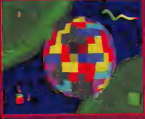
ATARI
BATTLE MORPH



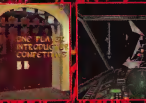
ATARI (CD)
VARUNA'S FORCES



ATARI
PHEAR



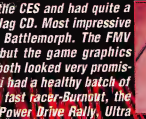
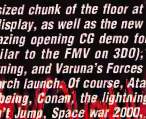
ATARI
HOVER STRIKE



ATARI
SPACEWAR 2000



TIME WARNER INTERACTIVE
POWER DRIVE RALLY



Atari took up a nice sized chunk of the floor at the CES and had quite a bit of new software on display, as well as the new Jag CD. Most impressive for the CD was the amazing opening CG demo for BattleMorph. The FMV looked a bit tiley (similar to the FMV on 3DO); but the game graphics looked great. Blue Lightning, and Varuna's Forces both looked very promising for the upcoming March launch. Of course, Atari had a healthy batch of carts as well, the best being, Conan, the lightning fast racer-Burnout, the zooming-White Men Can't Jump, Space war 2000, Power Drive Rally, Ultra Vortex, and Rayman. The jury's still out on Fight for Life, this fighter has a ways to go (inches) before it gets anywhere near Virtua, and no miracle on Earth could put it in the same class as Toshinden on the Playstation. Atari has their work cut out for them in '95.



ATARI
FIGHT FOR LIFE

4-PLAY
BATTLE SPHERE

ATARI
BURNOUT



ATARI
BURNOUT

ATARI
WHITE MEN CAN'T JUMP



ATARI
WHITE MEN CAN'T JUMP



ATARI
CONAN (WORKING TITLE)



the best
a 265-meg



ARE YOU READY FOR THE RAFFLES?
Drawn your preferred weapons before the big Powerful hunts.
power-ups are full in the thrilling action.



NOTICE
THE MAGIC TRICK
Drive up and witness
several mile long
spiral. The earth from
space is a huge trap to
strength and will be



THE TAEKWONDO INTERNO.
Five of the world's top Taekwondo competitors battle for the world championship. You won't believe this one! It transpired with the



EXPLOSION
ACTION PUZZLE GAME
The *Flammarion* body enters the HALL GIGGY (Giggy is himself) and those stupid wraiths are to destroy the monument with your...



Once upon a time, in the land beyond sleep the Swagman,
Prince of Nightmare, King of the Bed,
went sleep, sleep, sleeping,
our from his Swagmanhood on legs made of loach corn.

He crept through the sofa, through the closet,
through the shadow under deep old oaks,
and into the night room of children
was by long and warm in their beds.

And picked them with fingers of ice,
And whisked bad things in their coats
Of concrete and trash and dark cloth,
And thung them go bump in the night.

And the Tenthred came out of their closets,
From the places they slept in the day
and danced and sang and made mischief,
while the Sargons were sleeping.

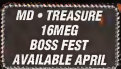
both sleeping away into night-time,
 with his licence left and his wife
 and his witch-hat and finger of ice
 and his Hoffa lightning-bomb and
 and his Whorl of Birch-sweet spice.

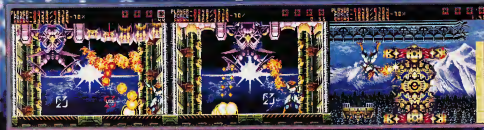
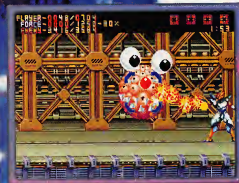
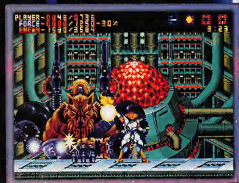
Work the flashlight flow out from it's place.
it's place of half-bow and sun-bow
and flow through the left and the right
and flow through the right and the left

dropping a higher bar of standards
to honor the Tetrahyl quon



ALIEN SOLDIER





JAPAN NOW!



JAPAN NEWS NETWORK

It's been a year since the Northridge Quake, and before I'd totally forgotten the chill from our experience here in LA, Japan was hit with a 7.2. Unfortunately, Nintendo, Capcom and Konami are located near the epicenter at Kobe, in southern Japan, with Konami being the closest. I hope none of these game companies were hit too badly!

Well, the tragedy has officially begun in Japan as the 32-Bit system wars commence in earnest. There's no clear winner yet, but I'll keep you posted!

SNK

Let me start you off with some SNK news. Since Matsushita is releasing the Power-PC upgrade for the 3DO, SNK thought it best to introduce a **32-Bit upgrade** for their Neo-Geo CD. Apparently, this powerful upgrade will cost no more than 5,000 Yen, (\$50) but you'll have to send your Neo Geo CD in to SNK to get the upgrade. SNK will officially announce this upgrade in Spring. The first game programmed for the 32-Bit Neo, the **266-Meg Fatal Fury 3: Road to the Final Victory**, will be out in arcades in March and for the home in April. I probably shouldn't mention this right after the 32-Bit CD announcement, but seems that SNK is planning to announce a brand new **64-Bit** home system late '95. I'll keep you informed about these two systems in the months to come. And finally, some big news for Neo-Geo RPG fans. A game that's in development right now, exclusively for the Neo-Geo, is **Samurai Shodown: The RPG!** Early rumors report that the battle scenes in the RPG will be regular fighting-game style!

NINTENDO

On December 21st, 1994, Nintendo, along with the television service company St. Giga, announced its new **Satellaview** project. To be released on April 1st, 1995 for a price of 14000 Yen, or about \$150, Satellaview is very similar to the Sega Channel in that you'll be able to download games from a remote cable service for home play. To access the system, all you need is a Super Famicom, the BS Antenna and Tuner, and of course the Satellaview system. With the Satellaview, games such as RPGs can be downloaded, beat, and when completed, simply download new dungeons, scenarios or quests for the same RPG. Likewise, new tracks for driving games can be added. No information is available yet on whether this service will be released in America. The networking business is getting pretty popular now, and I'm sure this will open up many new possibilities in the video game industry!



Usually our **Ultra-64** coverage is in Other Stuff, but I've got some hot Ultra game info from Japan, so here we go: Nintendo is doing Mario vs. Wario, Tetris 3 and **Mario Kart 2**. Capcom's doing a **MegaMan** game, Konami is doing a **Castlevania**, Seta's doing Twin Eagle II and Square is doing **Final Fantasy VIII**. I'm not totally sure yet, but I heard that Nintendo's going to be showing the Ultra-64 in March at an as-yet-unnamed Japanese convention... before E3! This is possible because it's unlikely Nintendo would debut a new home system in America before Japan. If this rumor is true, I'll have a full report on this convention next month!

Special K's last-minute info

Sega will be releasing **Outrun** for the **32X**. Since Space Harrier and After Burner have been released, it seems pretty obvious that Outrun would be next... but aren't we forgetting something? **Power Drift!** Dempa Shimbun has had the license to release the game for years now on Mega-CD, but it's finally expired and Sega's getting right to work on the 32X version... finally! In other Sega news, Yuji Naka, the creator of Sonic the Hedgehog (Whose name was misspelled "Yuji Naka" in the American Sonic & Knuckles manual) is currently working on a 2-D Sonic game for the Saturn! I've heard rumors of a 3-D Sonic game being developed in the U.S. but this seems to point to the contrary. The Saturn Sonic game should be out before the end of the year. Also, Taito will be releasing **Darius Gaiden** on the Saturn. Namco is releasing **Ridge Racer** on Saturn, too. Well, please keep you eyes on JN! and GF32 for the latest hardware info!

Square is currently developing **Final Fantasy VII** for the Super Famicom, utilizing Honey Kong Country-style SGI graphics. Furthermore, the game is 64-Meg! Hopefully it won't be that expensive... Also, Legend of the Sacred Sword 3 (Secret of Mana 2) is currently in development.

Other arcade news is that **Goku (Akuma)** from Super SFII Turbo is in Capcom's **X-Men** as a hidden character. Check it out as soon as X-Men hits the US!



X-MEN BY CAPCOM

JAPAN NOW! Daytona USA Update

This month's JNN pick is Daytona USA for the Sega Saturn... I have the latest pics for you! Compare these beautiful new shots with the ones we ran just last month... the difference is amazing! Can you believe it's only 50% complete? All of the Saturn teams at Sega of Japan are working on Daytona and Virtua Fighter 2 simultaneously. Daytona will be done in March and VF2's supposed to be shown at the Tokyo Toy Show in June!



6 Months Ago...

And Now!!

Compare these two screen shots. Most people seem to think that the Saturn can't do a perfect version of Daytona, but I don't think so. I bet that many of you have seen Ridge Racer for the PlayStation and were shocked, but I guarantee Daytona will shock you more! Just hang on!

Jeffrey



Jeff



DIE HARD

Simply The Best In The Business



Jon



Julie



ORDER YOUR SEGA SATURN TODAY!



Daytona USA



Shinobi EX



Gotha



Virtua Hyllide



Panzer Dragoon



Blue Seed

COMING SOON:

Daytona USA
Van Battle
Grand Racer
Deadbus

Call for additional game info.

SEGA SATURN



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Ultra Vortex



Rayman

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Chrono Trigger

Super Parodius
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Dragon Ball Z 3
Albert Odyssey 2
Yu Yu Hakusho 3
Dual Orb 2
Powerful Pro
Baseball 2

AMERICAN & IMPORT 3DO!

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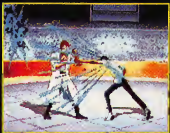


Gex

Strahl
D-Diner
Yu Yu Hakusho
Tetsujin 2 (Import)
VR Dragon Wars (Import)
Kingdom
Guardian Wars
B.I.O.S. Fear



Montana Jones



Yu Yu Hakusho

Quarantine
Dragons Lair 2
Gex
FIFA Soccer
Flashback
Need for Speed
Samurai Shodown
Spr. Street Fighter 2 TE



VR Dragon Wars



MAI



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Springfield, MO



TRY OUT A DEMO ZONE!

From a deep cave somewhere in Agoura, it's...

THE POSTMASTER



Dear Gamefan,

I have been reading your magazine since day 1 and have been writing once a month for the past 2 years. I finally thought I'd write about something current and maybe you would print my letter.

I was wondering if the Jaguar was in circulation in Japan and weather or not it was very popular? Does it have any companies based in Japan, and do they have to wait for games like we have to? Also, did the Japanese like the old Atari system? Are there plans for any RPG's for the Jaguar?

I know that Killer Instinct has Nintendo's name on it, but it also has the Midway's and Rare's too. Does this mean Killer Instinct could be coming out on other systems besides the Ultra 64 (Jaguar in particular)? Also, is the Ultra 64 going to be a CD or cartridge based system, and what kind of licensing will it have?

Sincerely, Josh Cortasao

Dear Josh,

Yes my friend, the Jaguar did come out in Japan. Unfortunately, it was one of the most dismal launches in history. I had Yagi do some checking, and he reported back that one fairly large distributor in Tokyo who supplies a chain of game stores sold a whopping twenty his first week. The retailer we buy our games from sold two. Why, you ask? Euro games do not go over well in the land of the rising sun, nor do platforms with limited software. And the whole "64-bit" thing... they ain't buyin' it. Japanese gamers are extremely picky when it comes to upgrading. The Super Famicom, PC Engine, and Mega Drive are still big there; although they are buying lots of Saturns and Playstations. There are currently no 3rd parties or RPG's in the works overseas. As for Killer Instinct, it will never appear on any other platform. Nintendo has many such exclusive contracts in place for their power house Ultra-64. Licensing?... everyone who wants to ride the wave. All I can say is wait 'til September. What we are about to receive for under three hundred bucks, is utterly mind boggling! I wish I could say more.

P.S. The other guys say the Ultra isn't coming out... that's funny, I've read about five press releases just in the last week... maybe they should check the Fax, or should I say facts. Oh, by the way, you were right!

Dear Post Toastie:

Love your mag. Great screen shots - great reviews and previews. It's also nice to read a mag printed on paper instead of Charming Ultra!!

I do have a bone to pick with you, however. (By the way, do you little guys who ride around in 4 buyers have any skeleton? You need a Hummer; baby!!!) Final Fantasy III -

RPG of the year? Como on Meister Man, you must have been in too many crashes lately. Why RPG of the year? - For story? No way!!! I can watch "Days of our Lives" if I want to cry, or I can listen to Kathie Lee Gifford sing and really wall. But, I want RPG that challenges me, no one that requires a lot of Kneenex. (A lot of free plugs here - huh?)

In my opinion, Final Fantasy III is really a 30-40 hour RPG drawn out for another 20 hours by the way it plays. For those that haven't played it (this may get boring for you, since you already played the game, so oil that Jeep it must have at least 3000 miles on it.), all the characters have to learn magic. But, only those in your fighting party are learning it as the story progresses. There are usually 4 people in your party - 14 characters overall - about 26 espers (the items that contain the magic). Want everyone to learn all the magic? - Add at least 10 hours.

In addition, only your fighting party powers up. Guess what sports fans? At the end of the game you use 12 characters to fight the last battle. Power up time - add another 10 hours.

One more thing, Posty Watch out for that chili!!! You can only change your party when you're on the airship. Then you have to restructure the whole party. You can't just change one character.

The challenge in an RPG should be the battles, the puzzles, and the quest itself. Not powering up and learning magic. And, the storyline should help it along. FF III was a good game, but not the best in a very long line of RPG's.

My nomination - How about Breath of Fire?

Yours in Gaming, Reoly play Goodgames

Dear Reoly,

Clever... not!! It sounds to me like you may want to take up puzzle games or maybe bass fishing. When an RPG is long and has a massive interface, that makes it a better ROLE PLAYING GAME. No two people will play this game exactly alike, that's cool!! If it was linear and easy, it surely would not have won. Photo real backgrounds, a great story, fantastic music, and phenomenal special effects, and not RPG of the year? C'mon man! I liked BDF too, but better than FF3? No way. Oh, by the way, what are you doing watching Days of Our Lives and listening to Kathie Lee Gifford? These are bad things that can seriously warp one's mind. At least you have good taste in 4X's... a Hummer, hummm...

Dear Postmeister,

I've been a fan of the big "N" despite their ups and downs. But, I can't believe they ACTUALLY think that 3 million people are going to go, "You mean that for a mere \$200.00 I can have not only RED graphics; but BLACK backgrounds as well? WOW!!!"

I also can't believe that they would have the gall to expect us to shell out AN ADDITIONAL FIFTY DOLLARS for a measly 64-Bit system? The nerve!

Are they trying to cover lowered profit expectations on hardware production for U-64 by relying on ONE generation of "gotto have its" for their Virtual Boy?

"Something in the water does not compute" - Prince

1999
Earthworm Jim is still #1,
Marquis OZ
W. St. Paul, MN

Dear Marquis,

Have you played a Virtual Boy? Obviously not. I'll tell you one thing: I have, and I'd pay MORE than two hundred for one! The red and black is soon cool! There are 32-bit bit-mapped graphics in there, my friend, and deeeeeeep 3D. Don't judge until you've plunged. And are you actually complaining about the most powerful game system on Earth costing 249.99? Dude, you need help. Do top of that, you listen to Prince, Eeeewwww. At least you like Jim... there's hope!!

Dear Postmeister:

I think your magazine is great. I would like to thank you for putting Gamefan 32 in Gamefan instead of making people who buy your magazine pay twice the money. Your magazine is worth the 5 dollars a month that I pay for it.

Now, let's get down to why I'm writing this letter. Trying to decide which system to buy. The systems I'm trying to decide on are Nintendo's Ultra-64, Sega's Saturn, and Sony's PlayStation. Will Square make RPG's for the Ultra-64? Will there be a sequel to Donkey Kong Country? I bought OGC when it first came out. I think it's one of the best games ever made.

Now on to the Saturn. Will there be RPG's? Will Bayona be close to the arcade version? If it is, I might buy a Saturn just for that game. In your December issue you talked about a game called Bug! What will it be like? When will Virtua Racing Saturn come out? Will there be a Sonic game on Saturn?

Will there be a game like Sonic or Mario on the PlayStation? Do you know what game Capcom is working on for the PlayStation? Can you tell me some of the other good games that are coming out for the PlayStation? My last question is when are these systems coming out in America?

I have a lot of questions but I don't want to spend my money on a game system that I will not like.

Keith Lang
Oakdale, CA

Dear Keith,

The answer to your (many) questions is complex, but I will try. Many people wrote similar letters, so here goes... Let me look into my crystal dirt cloud... The Ultra is POWER! PilotWings 2, Mario Five, and Ghosts and Ghosts are reason enough to harness that power. At \$49.99, I can't imagine anyone passing the U-64 up, so let's talk about the other guys. If you're into platformers, and RPGs alike, the Saturn may be your ticket. Clockwork 2 is done (bliss), Shobbi (shwing!) is nearly done, and Sonic is now in development. I actually saw Daytona and was floored by how close it was at 50%. The redraw needs a little work, but when it's done (around March), I'm sure it will deliver big time! There are already three Saturn RPGs close to completion: Ray Earth, an action RPG similar to Mana, Rydgard Saga, a Shining Force type Strategy RPG, and Blue Seed, a Fhey Area type RPG. As you know, Saga RPGs are plentiful in Japan and, according to Tom Kalinske, the President of SDA, import games will be swift in coming. Virtua is being developed by TNY, and it looks pretty cool. I haven't heard much more on Bug, but you can bet as soon as any info. is available, Other Story or Saturn Previews will have the scoop. The Saturn will surely be a raging system.

Now for the awesome Playstation (I love mine). The PS is the system of choice if you like the 3D stuff. It can do the most polygons and is developer friendly with these types of games. However, many a fine programmer has told me that it does not look like to side scroll. So you will probably not see a 2D mascot for the PS like Sonic or Mario. I think Captain Racer (see Motor Toon GP) may be the guy (he is in Japan).

Sony has ported Mickey Mania over, but it's the same game as the 16-bit Mickey with more color and better 3D. So the PS can side scroll, but can it line scroll like Clockwork? Time will tell. There are only two side scrollers slated for release in Japan for the entire year of '95. That has to mean something. There are, however, plenty of amazing 3D games, shooters and RPGs planned. One thing about the Playstation that I REALLY like is the fact that I've had mine for only two months, and I already have 16 incredible games compared to my 7 for my Saturn. PS has many a title ready to go at launch, and remember, this isn't Imagesoft... this is Sony Corp.... a \$7 billion dollar company. That is power. Capcom is releasing their first PS title, Darkstalkers, this March in Japan.

The 64-meg Donkey Kong Country sequel will appear on SNES in late '95. I hear it annihilates part 1, can you imagine? 16-bit is still alive and kicking, but that is another story. The Playstation, Saturn, and Ultra-64 are ALL slated for a September release in the U.S., but the E3 show will be the true test. That is where everyone will unveil their official plans. It will also be our first opportunity to put our hands ON an Ultra-64. Nintendo is determined to be number one, and the hardware that they are offering is almost too good to be true. I know it's a cart system, but if they can compress like they say they can, we are all in for a shock. Have you seen the SGI DKC graphics raw, before they were converted to the SNES, like the box art, or our November '94 cover? Well, that is how Ultra games will look. Need I say more? In the end though Keith, I don't think you can go wrong with any of these new systems. They all have

MAJOR support and power hardware. Good Luck!

I'd like to thank all of you for the amazing response to my little area in GF. I'm working on some clever ideas to get to more of your incredible mail. Thanks a ton!

P.S. Bleep, I got your letter and found it most interesting. I'm actually going to do some research, and I'll get back to you next month. Also, I will be going ON LINE on Prodigy, and America Online, in February, so be on the look out. This could be dangerous...Cuz I'm Crazy!

Write to me on I'll run for President

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Fast-Forward!

Welcome to Other Stuff. The Winter CES is over, and now that we're getting closer to E3 the gaming industry is about to get the biggest tacelift it's ever had. Just what will this tacelift be? The unveiling of the world's first true 64-Bit gaming system, not a multimedia machine or SNES CD-ROM as reported in other gaming mags. Also recently "reported" in other mags was the death of the **Ultra-64**. Well, sorry guys, you're 100% wrong. Come E3 you'll be apologizing to Nintendo and your readers. We've backed the Ultra-64 from the beginning, and as I'm writing this edition of Other Stuff I can guarantee that

there are now over **thirty-five developers with Ultra development systems**. This report came directly from sources at Nintendo of Australia, who also confirmed that Nintendo has millions of 64-Megabit ROMs stock-

piled for the release of the first Ultra games. At E3 Nintendo will have about ten to fifteen games showing, including third party titles. I also have some new, **final specs on the Ultra-64 hardware**. The final specs are:

64-Bit CPU

64-Bit Reality Immersion Graphics Processor

64-Bit Sound DSP with 64 Sound Channels running at 44.1KHz

320x224 to 1200x1200 lines of resolution (double the average TV)

100,000 Real-time, Texture-Mapped polygons per second.

It's true that the PlayStation can process 360,000 real-time, texture-mapped polygons per second, compared to Ultra's 100,000, but the Ultra has lots of impressive hardware features like **Real-Time Anti Aliasing**, **Real-Time Ray Tracing**, **Real-Time Tri-linear Mip-Mapped Interpolation** and **Real-Time Load Management** that make up for this fact. Just what are these amazing features? Well, **Real-Time Anti-Aliasing** makes all sharp edges disappear on characters or backgrounds in games like **Donkey Kong Country**, and it makes the overall picture sharper and much more realistic. **Real-Time Ray-Tracing** is basically a superior version of light-source shading. **Real-Time Tri-linear Mip-Mapped Interpolation**, or **TLMCI**, means that every texture-mapped image or picture, when scaled in, will never pixelize or block up like you see in recent games like **Daytona**, **Ridge Racer** or the PlayStation's **Toh shin den**. The **Ultra-64** will be the only system to have this technology for five years, and up 'til now only \$25,000 industrial graphics workstations like the **SGI Dvix** have employed this incredible feature. Last but not least is **Load Management**, a hardware feature which will get rid of the popup parallax backgrounds as seen in every 3-D game ever made. This hardware feature is given to the programmer, so if a bad company who doesn't have a good programmer makes an Ultra game, there's a chance you'll see popup backgrounds. But if a good programmer, say a **Capcom** programmer, makes a game on the Ultra you'll never see popups again. One more thing about the Ultra hardware before I move on to games: A company called **Rambius Inc.** is developing a breakthrough high-speed RAM technology for the Ultra that runs at 500MHz, making three-dimensional imagery possible.

At the Winter CES, SGI showed a video which contained demos of the Ultra-64 hardware, and I have only one thing to say... Come this September, Nintendo's gonna silence a lot of skeptics. In other Ultra news, **Pilot Wings 2** will be the pack-in for the Ultra-64, but it might go through a name change. The new name is not yet known but sources are hinting that the new title will be **Dragonfly**, the working title for **Pilot Wings 1** when it was still in development. **Pilot Wings 2/Dragonfly** will be 64-Megabits. In **DDDM** news, **Williams Inc.** will not be doing the **DDDM** conversion for Ultra-64. **id Software**, the creators of the game, will be programming the Ultra-64 version and **Williams Inc.** will sell the game under it's own label. **DDOM** will be 64-Meg with an October release.

Rare in the UK have over six projects in development for Ultra-64 as we speak. Perhaps even a **Donkey Kong** game for the Ultra-64... who knows? **Williams** also has a 3-D fighting game for the Ultra-64 arcade hardware. This game is still far from being finished since the creator of **MK**, **Ed Boon**, is still working on **MKII** and will be for another three months. Expect a March '96 release for this one. **Acclaim's Turbo Dinosaur Hunter** is still in the early stages of development, but expect a Christmas '95 release for this 64-Meg action game. **Spectrum HoloByte**, the computer game manufacturer responsible for the famed **PC Light** simulator **Falcon**, will exclusively be making an Ultra-64 game. The name of the cart is **Top Gun**, based on the box-office smash of the late 80's. **Capcom** has Ultra-64 games in development, and one of these is a new **Ghosts 'n' Ghosts** adventure. Another rumored **Capcom** title is **Super Street Fighter II Double-X**, the sequel to **SSF2**. **Konami** has a new **Castlevania** adventure in the works for the Ultra and a rumored **Teenage Mutant Ninja Turtles** fighter. **Shiny Entertainment** is rumored to be making an exclusive version of **Earthworm Jim** for the Ultra-64, more news in future issues.

Sega's Next Level

The **American Saturn** will be black in color, with a redesigned pad, and will retail for **\$399.99**. The pack-in will be **Daytona USA**. Other Saturn games in development include the sequel to **Metal Head**, **Gunwar**. **Gunwar** will be shown at the E3 and also has a November '95 release. Another new Saturn title is **Blackhawk** by **Novalogic**. This CD is the same type of game as **Comanche Overkill** for the SNES, only much better. **Blackhawk** will also be shown at E3 and has a December '95 release. Sources inside **Sega** have told me that **Sega Rally**, the new **AM3** Model 2 arcade game is also being worked on for the Saturn and should be finished by January '96, with a March '96 release date. **Capcom** has unofficially confirmed, sorry **Laurie**, that **McGuffin** is in the works for Saturn along with **X-Men** and **Street Fighter the Movie**. Rumors of a new **Saturn Sonic** game are also floating around but you'll have to read about that in Japan Now!

Nes-CD

Sources at **SNK** have confirmed that the new **64-Bit Nes-Goo CD II** will be released in the 4th quarter of this year for arcade and home. The specs are undetermined right now, but next month I will have the specs and the official name for the **Nes-Goo CD II**!



32X Sonic?.. No!

This demo created by the CG staff at AM3 has been popping up everywhere, as a supposed 32X Sonic game. It's just a demo, nothing more. **Conclusus** say: translate before you scan.

Acclaim Entertainment, Inc. announced that it has completed work with **R/Greenberg Associates** in the creation of computer special effects to be used in **New Line Cinema's "Mortal Combat"** SGI animation home video, due out later this year. The movie will feature **Acclaim's** proprietary motion capture technology, which utilizes scanning, traditional computer modeling techniques and a high-tech tetherless optical motion capture process. In addition to **New Line Cinema**, **Warner Bros. Studios** is also utilizing **Acclaim's** sophisticated motion capture technology to create special effects for its summer 1995 movie, **"Batman Forever"**. **Acclaim Studios** (a subsidiary of the parent company) also unveiled its own blue-screen studio utilizing their new "Ultimate" software for **Silicon Graphics** workstations. The studio incorporates a state-of-the-art, full-spectrum fluorescent lighting system. **Ultimate** is utilized for composing and layering of characters into a variety of entertainment media, including the **Sega Saturn**, and **Nintendo Ultra-64**. Titles expected to use the new technology include: **Batman Forever** for the **Saturn**, **Alien Trilogy** for the **32X** and **Turbo-Dinosaur Hunter** for the **Ultra-64**.

ACCLAIM'S ALIEN TRILOGY

Recently, at the Winter CES in Las Vegas, **Primal Rage** was announced for every platform. The **Genesis**, **SNES**, **Gameboy** and **Game Gear** versions will be out in September followed by the **Saturn**, **32X**, and **Jaguar** versions in November.

WOLFINGER'S WALL

HEY, Welcome to the wall. It's just waiting to be splattered with your art. That's right kids, no longer are you restricted to just plain old envelopes to use as your canvas. If you're more comfortable drawing on paper or cardboard or rice paper, or **WHATEVER**. Just go nuts (as long as you keep it around 8 1/2"x11"). So keep that original artwork coming in, and maybe you too can win an original ink board from "THE ADVENTURES OF MONITAUR" Comic book signed by yours truly. Let's show those other mags who the real artists are.



This unique envelope comes to us from the slightly disturbed Aaron Bell of Manton, Mich. Vihy is the angry blue man punching Monitaur's face out? And where did he get those nifty purple pants?



The cold fury of D. B. Z. comes to us from David Buchanan of Ft. Hood, TX. Feel the power!



Here we have some comic relief from Edgar J. Vicerpal from Pittsburgh, CA. This is one of Monitaur's earlier career choices that didn't quite work out.



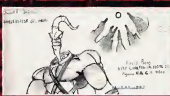
This beautiful pen and ink drawing comes to us from Vanessa Adams all the way from ON, Canada. You really have a graceful touch. Nice job.



Andrew Dickman of Garden Grove, CA drew us this cool comic perspective of everyone's favorite hedgehog.



Yet another one from the "Cricket" man. Yo, Edgar, keep the cool art coming in.



Daniel F. Bolthorn of Travelersrest, SC sends us this pencil sketch of the "Warm Man". Nice sense of design and cool style.



And the winning envelope comes to us from none other than... JOHN BROGST JR. all the way from Columbus, Ohio. Your use of colors is excellent and your line work is immaculate! One thing though... I thought the little white puff ball was supposed to be a bad ass.

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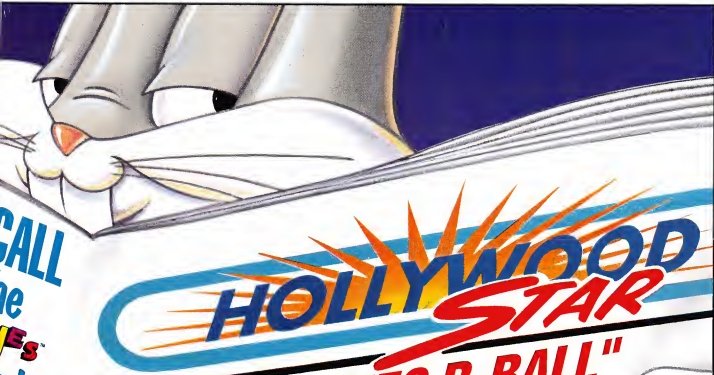


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"LOONEY TUNES B-BALL" IS A SLAM-DUNK WINNER!

by Howard Coleslaw

In one of the greatest games this reporter has ever had the privilege to cover, **Looney Tunes B-Ball** scored the biggest victory ever.

When this wacky, fast jammin' game of roundball begins, it's clear that anything goes! First, choose from your favorite Looney Tunes characters and go two-on-two against the computer or your friends! You set the Wacky Meter to the level of craziness you want — from 1, for no-nonsense streetball, all the way to 5, where the only rule here are no rules!

Change the ball into a pie and show your friend the new meaning in your face! Go to the phone or teleport past him and take it to the two! And the clock isn't the only thing ticking when the ball becomes a bomb for

locker room after

the game, the Looney Tunes team was understandably exhausted, as the action was fast and furious at both ends of the court. Overall, the team was pleased with its effort, though Taz's moves did



come into question.

"Taz can't dribble, but he sure does drool," said team captain Bugs Bunny.

Taz was unavailable for comment, but released the following statement through his agent: "Roarg hawraaaa rrrroagh froww hrrrg!"



TAKE THE COURT FOR THE WACKIEST GAME OF HOOPS EVER!

@ ! * * # # ^ @ ! " Most observers tended to agree.

Looney Tunes B-Ball is your season ticket to fun. "Shoot, doc," said Bugs. "We're having



a ball!"

The arena will rock as you play through earthquakes, eclipses and more! So go ahead and drive to the hole. But watch out, you just might fall in one!



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The you play, the you'll get. w fr Du (also great ma in his ow The Loon features all yo Bugs Bunny, Porky Sylvester and Tweety, El Fudd. And Daffy Duck himself. The Acme Animation Factory just the carrot on the...er...Never mind.



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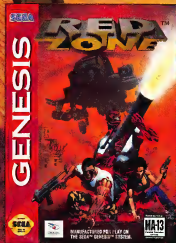


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